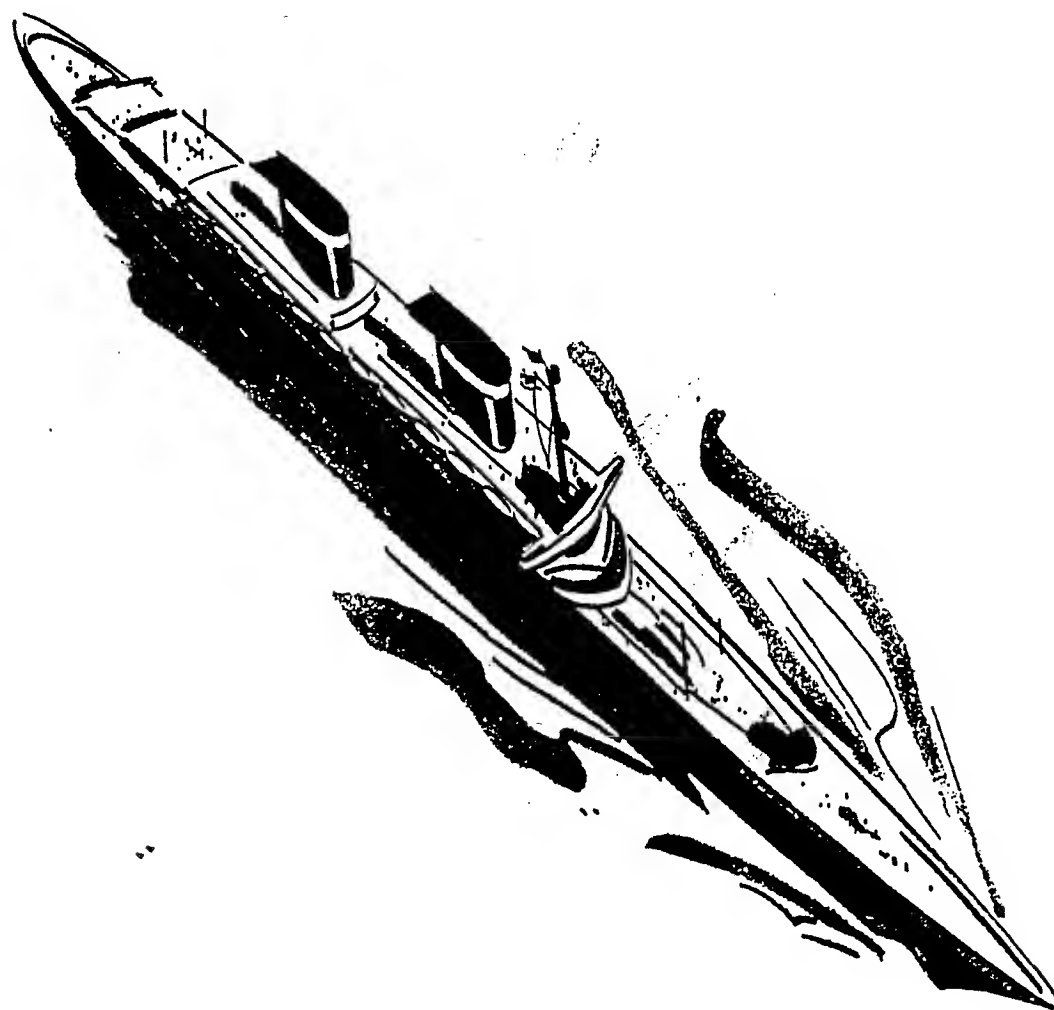


DIPLOMACY WORLD

ISSUE 76



Gunboat 7X7 Round Robin Tournaments:
An Analysis

Notes From the Editor and Hobby News

Welcome to my third issue as editor of Diplomacy World. I suppose this has been the hardest issue for me to produce. First, my third move in 18 months really took a lot out of me (please be sure to note my new address in the DW Staff listing). Second, the "newness" of editing DW has now passed, so my initial burst of enthusiasm has shifted into a slower but steady drive to produce the best issue I can and still get it out on time. Finally, the same can probably be said for contributors - I wasn't sure if I had enough quality material for this issue until I realized the Melinda Holley Gunboat article I'd been holding back for a while was longer than I thought.

So, here is DW #76 at last - a week or so later than I planned, but compared to past editors I don't think that's so bad! And there is a nice cross-section of articles for you to dive into. Leading off is our cover story on 7X7 Gunboat Tournaments. Melinda examines the results of 12 tournaments (a total 84 games of Gunboat), offering clues that may mean the difference between winning a tournament and a mid-place finish. Fred Townsend offers his view of scoring in Diplomacy Tournaments. Tim Hoyt chimes in with two more excellent articles applying true-life principals and philosophies to the play of Diplomacy. There's also the start of our new Demo Game, Eric Brosius' Railway Rivals Demo Game, and articles from familiar faces such as Jim Burgess, Stephen Agar, Brian Cannon, David Hood and Tom Pasko.

The only real changes this issue are the omission of the New Blood list and the Hobby Updates column. The New Blood list will return - I only had one or two names to list, so I figured I'd just save them up for next issue. As for the Hobby Updates column, the input from the reporters was almost non-existent this month (I think I received three update reports altogether, from a field of 20 reporters). I'd like to get some input from those of you reading this as to whether you think that section is helpful or not. If hardly anyone is reading it, I don't plan on spending time and energy tracking down updates from delinquent reporters.

So, what's been happening in the Dip hobby since last issue? I'm sad to report two more notable fold announcements: Stephen Glasgow's War Fair and Don Del Grande's Lemon Curry are both on the way out. Thankfully, both publishers will finish up the games they're running by flyer. Don says he may return to the publishing world in the future, when he has more free time and more of a desire to do so.

The effort to move the Hoosier Archives continues, with Fred C. Davis, Jr. and Pete Gaughan doing what they can to raise funds from hobby members. It is going to cost as much as \$1,000 to move the archives from their present location to California. If you're interested in donating funds or helping in some other way, contact Pete at 1236 Detroit #7, Concord, CA 94520.

Speaking of raising money, I'm sorry to say that I had to cancel the PDORA Auction this year. Each year PDORA auctions off donated Dip and non-Dip related items to raise money, which is then distributed to needy hobby services. Unfortunately, very few items were donated this year, and it wasn't economically feasible to spend \$100 on printing and postage costs to raise a maximum

of maybe \$200. Instead, the PDORA Financial committee will just distribute funds from the carryover we had left after last year's auction.

The situation at Monarch Avalon, the corporation that owns The Avalon Hill Game Company, is still unresolved. There have been no real developments since last issue, except that Monarch Avalon reported a loss of \$724,562 for the fiscal year ending April 30, 1995, and a drop in cash and cash equivalent levels from \$2.6 million in 1994 to \$1.6 million. It is still uncertain whether the rights to Diplomacy or any other game will be sold. In other news, Andy York reports that Stuart Tucker has replaced Robert Waters as the editor of The General, Avalon Hill's gaming magazine. Robert had only been editor for a few issues I think, but I enjoyed those issues he produced. I know an issue featuring Colonial Diplomacy was due to be released in the near future - I hope they still choose to focus on it in an upcoming issue.

I've also seen reports of a new zine being published by an American living in Japan. History of Canada, published by Kevin Burns, hopes to run Dip variants such as Colonial Dip, 30 Years War II, and Shogun, as well as other multi-player games. Subscriptions costs \$1 an issue. Drop a line to Kevin at 2659-4 Tsukahara Minami Ashigara, KANAGAWA 250-01, JAPAN.

Tom Howell has released the 1995 PDO Census (the first produced since my last one a few years ago). Surprisingly, Tom's shows an increase in players from 668 to 680! I haven't had a chance to look over the names in detail, but that is certainly better than I expected! This is a very handy tool to have around - I was glad to see someone take over the job from me! Get your own copy for \$1 from Tom Howell, PO Box 1450, Port Townsend, WA 98368. A cross-matrix is also available for \$1.50, and there's even an email address list (not complete, but nice to have), which you can get by emailing Tom at PDOcensus@olympus.net.

David Hood sent me the results of the DixieCon IX Dip tournament. Although attendance was down a bit, emotions were as hot as ever. Marc Peters ended up with the crown this year (off of a solo win as France in the 1st round), with Bruce Reiff coming in second and Todd Craig a close third.

Also hot off the press, the results of the 23rd British Diplomacy Zine Poll. Paul Cockayne's On the Game took the top spot, followed by Stephen Agar's Spring Offensive and the Harrington/Warne combo Take That You Fiend.

Late news arrived that Phil Reynolds will be folding his zine Akrasia because of health and family problems, but Phil will be staying on as the Orphan Services Director. I'm sure we all wish Phil the best of luck.

I guess that's it for this issue. My deadline for issue #77 is going to be February 8, 1996. Be sure to get all article submissions and letters to me before then - the sooner the better, of course, so that I can plan the issue ahead of time. I look forward to seeing any comments or criticisms you have of this zine!

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Contributions are welcomed and will earn you one free issue per submission published unless otherwise stated. Persons interested in the vacant positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer.

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DipCon at AvalonCon

by David Hood

Well, I was about to go to my first Dip Con held in conjunction with a big gaming convention. Dip Con 27 was held in early August at Avalon Hill's game convention Avaloncon in Hunt Valley, Maryland, just north of Baltimore. I had been to Avaloncon for several years, particularly since the demise of Atlanticon, which used to be held in Baltimore.

It has become customary for several of the Carolina Amateur Diplomats to make the trip to Maryland for a Dip tournament in my van, so that games can be played in the back of the van on the way up and back. (Indeed, last year the van went and I did not...) This year's "VanCon" was as fun as usual, and I didn't even have to drive back (given my complete lack of sleep on Saturday night, Bob Odear and others "suggested" that they drive the van instead of me.)

We ended up taking two vehicles, with Steve and Helen Nicewarner going in their car while Bob Odear, Tom Kobrin, David Harshbarger and Greg Fairbanks going with me in the Van. We played 1830 and Outpost on the way up, both of which I won from the wheel. (Strangely, I have never lost any game where I was playing while driving.) Since we didn't get in until about 2:00 am Wednesday night, we did no further gaming until Thursday morning. On the way back Sunday night, we added Steve Koehler and Ken Mathias to our trip and played more Outpost. Indeed, we never did play our traditional game of Origins of WWII on the way back - a poorly balanced game, but easy to play in the car.

The Diplomacy was not going to begin until Friday night, so that left Thursday for other stuff. Not surprisingly, Bob and I immediately got into a pickup 1830 game in preparation for the 1830 tourney to begin that night. I believe we played some Outpost that afternoon also with some of Tom Kobrin's friends, Bob Sohn and Chuck Krueger, with whom we always game whenever at Avaloncon. (Outpost has become somewhat of a staple with CADs over the past year, but I am not sure it will have the lasting appeal that 1830, Titan and Dip have had.)

Thursday night and Friday day all seem to be a 1830/Outpost blur, although I think I may have actually seen some other games somewhere during that time period. I did purchase for \$5 a neat SPI game about the Russo-Japanese War, which is something I wanted to learn more about.

Anyway, on to Dip Con. Jim Yerkey and Bill Thompson were essentially in charge of things as they usually are at AvalonCon's regular Dip event. Their scoring system essentially forces you to try for a 3-way at the least, which is good given the time limits that were in place. However, there is just no way to really fix the problems that time limits impose on the game of Diplomacy. Many, many games just cannot be played in seven hours or less.

This fact reared its ugly head in each of the three games I played. In each, stabs (or lack thereof) were unduly influenced by the time limit. Of course, one could argue that there is always a time limit to any FTF game, i.e. the maximum amount of time everyone is willing to play. However, I think you see my point.

At any rate, I want to take nothing away from Jim and Bill. Time limits were not their idea. I write this report a little too late to remember all the ins and outs of the three games I played, but the most depressing fact remains unforgotten - I was Hammered in the last two rounds and got the Hammered Award to show for it.

The last round was particularly painful. I was on the board with several people whose Diplomacy skills were, let us say, extremely poor. The only problem was that I was Austria, and the only one who knew what was going on much was Carl Willner, playing Turkey. I felt I had to ally with him because I couldn't count on any other ally ordering units correctly. (And Austria can't just take on Turkey alone in the beginning of the game.)

At any rate, I continually hoped for a chance to stab Carl, but never got one - thanks to him and to England, who surprisingly was able to slow our advance somewhat. I then let down my guard, it being close to the time limit at all, and I was smashed like a bug by Carl. Which was proper, given that I had not defended myself well. This was played on Sunday - I really wish I had slept some Saturday night...

Some highlights for me included meeting Don Williams (and driving him in the van to get some fried chicken), seeing Steve Cooley again after a couple of years, and renewing friendships with many Dippers who usually play at the events on the East Coast. I was frankly chagrined at the lack of "Hobby People" in general at the Dipcon, but that is somewhat a function of their being a lot less people in the hobby than there was a few years ago. I was impressed with the play of the Genie players I played with, both here and at PrezCon in Charlottesville back in February.

There was a parallel tournament run on Saturday by Colonial Diplomacy guru Tom Pasko, and a Gunboat event Saturday night that

were both well attended, but I played in neither. Apparently the Saturday CoDip final was a frustrating game in that CoDip is just too slow, but I am getting that secondhand. Perhaps Tom Pasko would like to comment?

There was a lot of pickup gaming going on throughout the weekend, as there usually is at AvalonCon. I learned a spades-like game from Steve Cooley called Wizard that was pretty good. I also played some Rail Baron and Eurorails on Saturday night with fun people like Ken Rothstein (who may join the Hickcon fraternity in October, for god's sake.) I talked David Harshbarger into conceding the Eurorails game so I could go to bed at about 2:00, then he talks me into playing 1830 instead. We finished that at 7:00 am, which was just enough time to let me shower and make the 8:00am Dip round. Will someone please remind me not to do that next year?

The Hobby Meeting on Saturday evening was full of vim, as usual. I presided because Jim Yerkey was still busy trying to win the CoDip final. In between eating my fried chicken wings (which, with hot sauce, were really good after a hard day getting stabbed by Lauren Cain, a Genie player), I presided over the selection of Columbus, Ohio as next year's DipCon site from a field of, uh, one contender. This will be the site for the 1996 Origins, with Bruce Reiff, Steve Cooley and Dan Mathias tapped to actually be the DipCon committee. There was also some meaningless debate from some quarters about World DipCon and so forth, but it all ended relatively quickly. I believe that World DipCon is supposed to be held in North America next year, so I believe it likely that the Columbus DipCon will also host World DipCon, as Chapel Hill did in 1990.

All in all, a fun event, even though Bob Odear and Greg Fairbanks did make me eat sushi for the first time. A list of important results is around this article somewhere. Suffice it to say that we had 73 players total, which is a little smaller than last year's DipCon in Chapel Hill, but not by much. Given the waning numbers in our hobby, I thought we had a nice mixture of players. The hobby awards were also announced, with the Miller Award for service going to Andy York, the Koning Award for playing to Bruce Reiff, the Holley Award for participation to Doug Kent, and the Walker writing award going to Ken Walker.

Let's all get behind Bruce and company for next year's event. I don't think DipCon has been in Ohio since the early Youngstown events in the 60's, so it is probably about time. The interesting thing is that there is currently no large Dip tourney in the Midwest at all, or at least not one that is widely publicized, so maybe this DipCon can get things moving up there again.

Dip Con 27 Results (Partial)

Diplomacy Tournament

- | | |
|-----------------------|----------------------|
| 1. Sylvan Larose | 9. Web Agnew |
| 2. Michael Cunningham | 10. Don Williams |
| 3. Tom Kobrin | 11. Steve Nicewarner |
| 4. Carl Willner | 12. Matt Miller |
| 5. Steve Cooley | 13. Joseph Abrams |
| 6. Tom Pasko | 14. Catherine Long |
| 7. Rex Martin | 15. Sean Smallman |
| 8. David Webster | 16. Vines Galarneau |

Best Country

- | | | |
|---------|--------------------|------------------|
| Austria | Hugh Turner | 3way, 15 centers |
| England | Bill Schuller | 2way, 15 centers |
| France | Web Agnew | 2way, 11 centers |
| Germany | Joseph Abrams | 3way, 9 centers |
| Italy | Michael Cunningham | |
| Russia | Sylvain Larose | 2way, 15 centers |
| Turkey | Carl Willner | 2way, 16 centers |

Team Diplomacy (Genie Team)

Lauren Cain
Greg Geyer
Sean Smallman
Hugh Turner
Will Wible

Gunboat Tournament

Brian Ecton

Colonial Tournament

Jim Yerkey

Golden Blade Award (Best Stab)
Carl Willner

I Got Hammered Award
David Hood

*Isn't it funny how those last two awards often go together?

David Hood is a former editor and publisher of both Diplomacy World and Carolina Command and Commentary.

7X7 Gunboat Tournaments - An Analysis

by Melinda Holley

The object of every game is to win. Let's face it...we are a very competitive breed. A full 99% of us would rather win than lose. Diplomacy is no exception. Each player (at some point during the game) at least considers the possibility of winning. One player told me his preference for playing Russia was based on Russia starting off with 4 centers, giving him an immediate one-center lead on everyone else.

7X7 Round Robin gunboat tournaments are somewhat rare these days. Each player simultaneously plays each country anonymously with 6 other players. Since each tournament consists of 7 games, few GM's care to tackle the workload. Even fewer GM's care to handle more than 1 tournament at a time.

I personally like gunboat because it can be a faster game, and you can focus on strategy without the distraction of negotiations. 7X7's can make the games even more competitive. It also makes for interesting strategies. For instance, you've been eliminated as Austria; you're barely hanging on as Italy; your England and Turkey will at least survive; your France, Russia, and Germany each look to at least be part of 3-way draws. Do you play more conservatively to protect your overall position? Do you play more aggressively to make up for Austria and Italy's poor showings? Or do you stay with your plan of action hoping the other players will get reckless and allow you to sneak up in the rankings?

While no one can positively state what course should be taken, perhaps this article can provide some statistical foundation for various strategies. The 7X7 RRGTS involved in this article include 9 tournaments GM'd by myself plus 3 tournaments respectively GM'd by Lee Kendter Sr., Douglas Kent, and Vincent Lutterbie. This makes for a total of 84 games.

Using these 84 games, the average final year of a game is 1910. Using 1910, I have determined the an average game for each country through 1910. This will be compared with the average game won by each country as they stood in 1910.

Austria

In these 12 tournaments, Austria had the following overall finishes:

First - 1
Second - 1
Third - 4
Fourth - 1
Fifth - 2
Sixth - 2
Seventh - 1

In these 84 games, Austria posted the following completions:

Survival - 29
Elimination - 39
Wins - 8
2-Way Draw - 4
3-Way Draw - 3
4-Way Draw - 1

This gives Austria an overall finish of 3rd place. Austria was eliminated as early as 1902 but also lasted as long as 1918 (eliminated the most times in 1909). The following shows an average Austria game through 1910 (our average length of game) as compared to an average Austria winning game (again through 1910).

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>
Average	04	05	05	05	05	05	06	06	07	08
Win	04	06	06	07	09	10	12	13	14	15

It seems 1904-1905 are the critical years for Austria. Prior to 1904, the center counts are very close. After 1905, the "average" winning Austria is off to the races. By 1905, Austria has obtained half the centers required for a win. A review of these

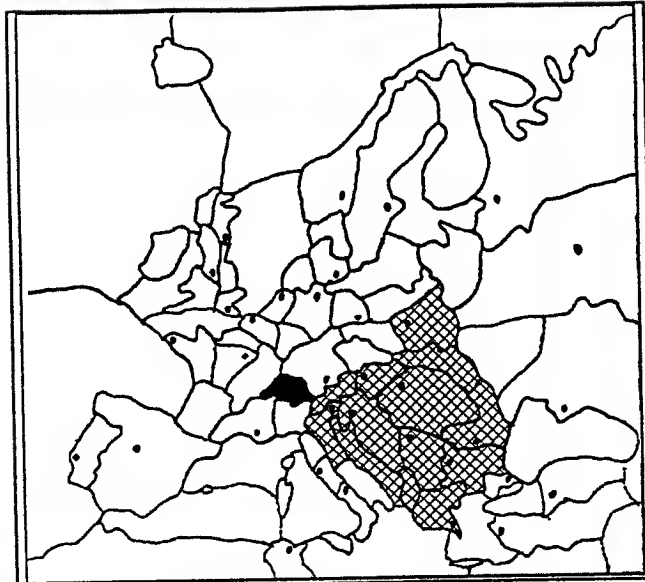
tournaments indicates Austria covered the following territory most often by 1905 (see Map 1).

By 1910, the winning Austria is only 3 centers away from the win. The territory Austria most often owned at the end of a winning game is shown on Map 2.

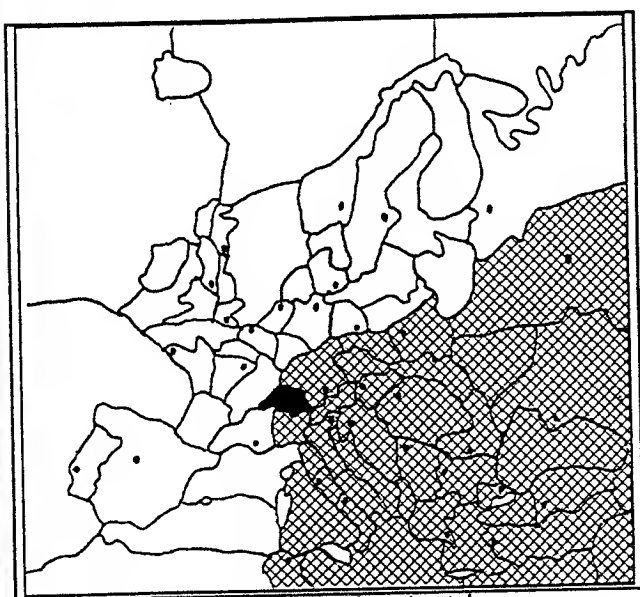
England

In these 12 tournaments, the Northern Wicked Witch had the following finishes:

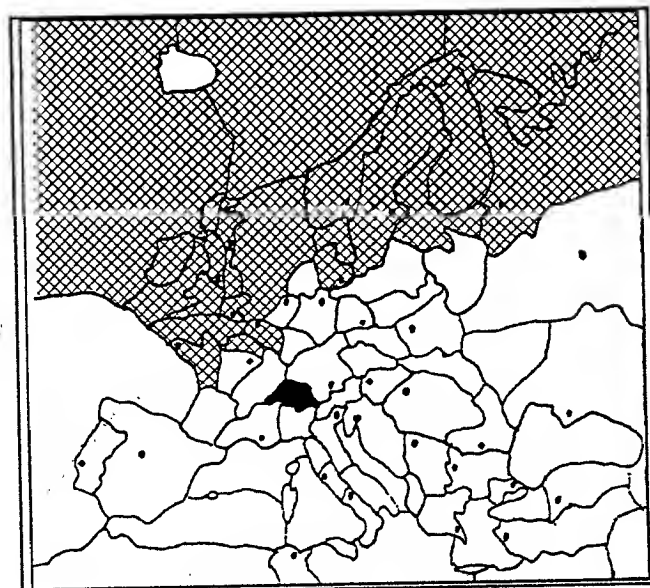
First - 0
Second - 2
Third - 3
Fourth - 0
Fifth - 3
Sixth - 3
Seventh - 1



Map 1 - Austria after 1905



Map 2 - Winning Austria



Map 3 - England After 1907

In these 84 games, England posted the following completions:

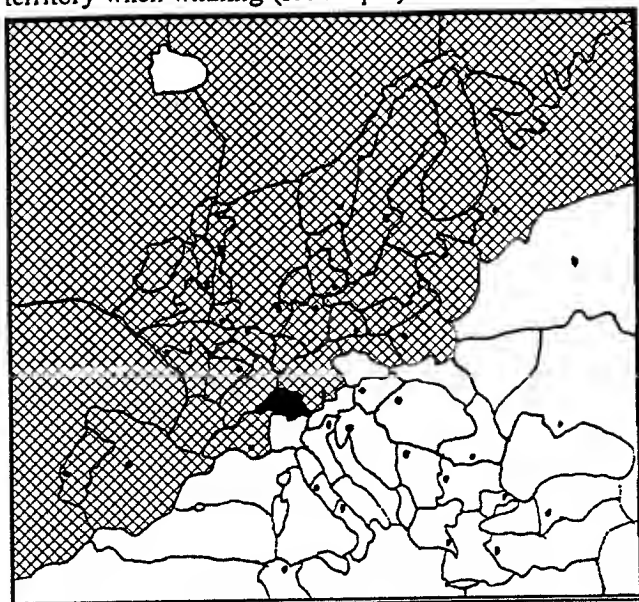
Survival - 32
Elimination - 36
Wins - 5
2-Way Draw - 8
3-Way Draw - 2
4-Way Draw - 1

This gives England an overall finish of 5th place. England was eliminated as early as 1904, lasted as long as 1919, and was eliminated the most in 1907. The following shows an average English game through 1910 versus an average English winning game through 1910.

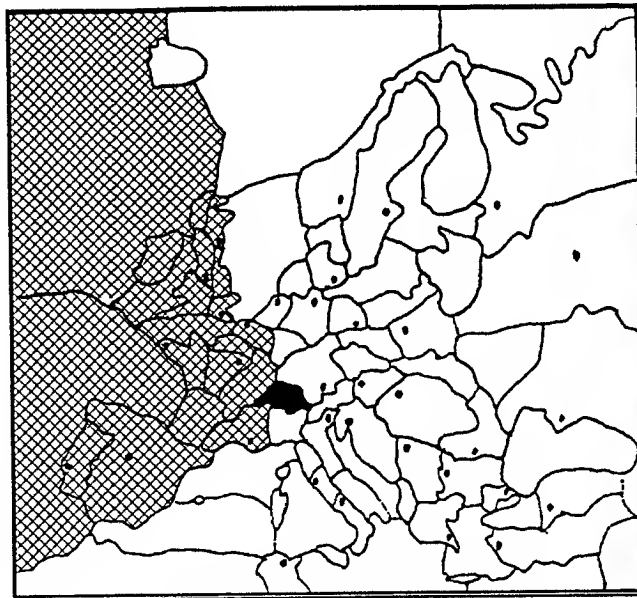
	01	02	03	04	05	06	07	08	09	10
Average	04	04	04	04	05	05	06	06	07	09
Win	04	05	06	08	08	08	09	10	12	14

It appears 1903-1904 are the "destiny years" for England. Playing for position seems to be orders of the day between 1904-1906. However, by 1907, England has obtained 9 centers. Most often, this territory resembled that shown on Map 3.

By 1910, England has 10 centers. A win, while by no means assured, is very possible. Most often, England owned the following territory when winning (see Map 4).



Map 4 - Winning England



Map 5 - France After 1906

France

In these 12 tournaments, La Belle France had the following finishes:

First - 6
Second - 2
Third - 1
Fourth - 1
Fifth - 1
Sixth - 1
Seventh - 0

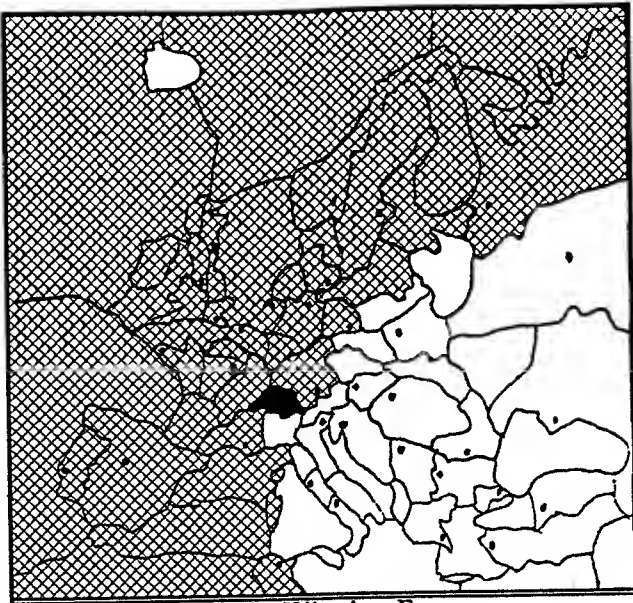
In these 84 games, France posted the following completions:

Survival - 37
Elimination - 15
Wins - 14
2-Way Draw - 8
3-Way Draw - 8
4-Way Draw - 2

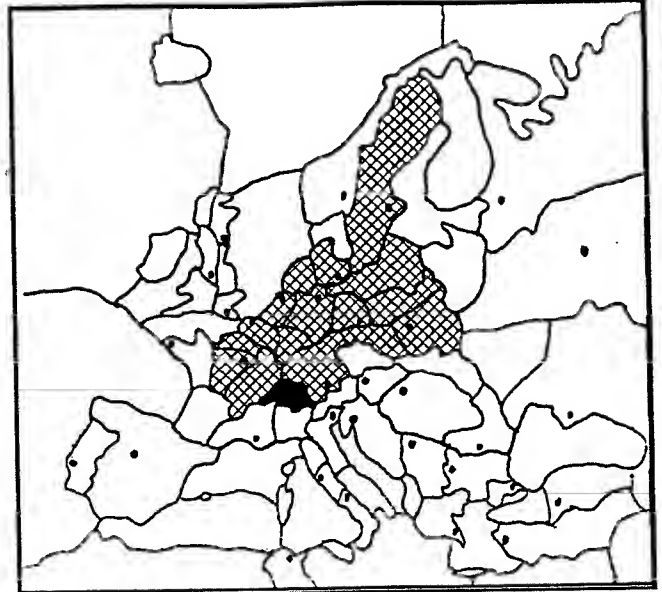
This gives France an overall finish of 1st place. France was eliminated as early as 1904, and lasted as long as 1919. When eliminated, France went out the most in 1909. The following shows an average France game through 1910 versus an average France winning game through 1910.

	01	02	03	04	05	06	07	08	09	10
Average	05	05	05	06	06	07	07	07	08	08
Win	05	05	06	07	08	10	11	12	13	15

It appears France doesn't get in gear until relatively late (1905-1906). Position with minor growth seems to rule the early years. Relatively slow growth continues after 1906. In 1906, France has half the centers necessary to win (see Map 5).



Map 6 - Winning France



Map 7 - Germany After 1905

By 1910, France has 15 centers and is in a strong position to win. The territory most often owned by a winning France looks like that shown in Map 6.

Germany

In these tournaments, the Reich had the following finishes:

First - 1
 Second - 1
 Third - 0
 Fourth - 5
 Fifth - 2
 Sixth - 2
 Seventh - 1

In these 84 games, Germany posted the following completions:

Survival - 26
 Elimination - 38
 Wins - 7
 2-Way Draw - 5
 3-Way Draw - 5
 4-Way Draw - 3

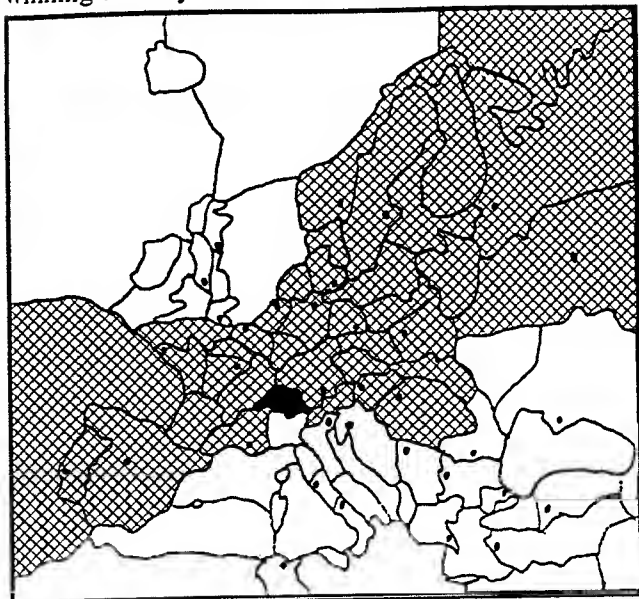
Germany has an overall finish of 4th place. Despite the above statistics, Germany was not eliminated until 1905 and lasted as long as 1918. The most eliminations occurred in 1909. The following shows an average German game through 1910 versus an average German winning game through 1910.

	01	02	03	04	05	06	07	08	09	10
Average	05	05	05	05	05	06	06	05	05	06
Win	05	06	07	08	09	11	13	13	13	13

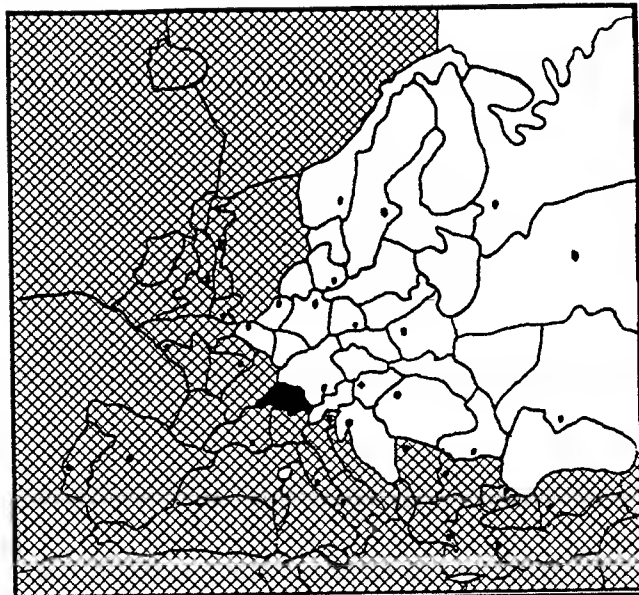
A winning Germany doesn't waste much time. By 1903, German forces are spreading out and growing. The years 1907-1910 seem to be a period of consolidation and positioning for a drawn-out war. By 1905, however, Germany owns 9 centers (see Map 7).

By 1910, 13 centers are owned. A win is not guaranteed, but Germany is in a very strong position. Most often, Germany's

winning territory is as illustrated on Map 8.



Map 8 - Winning Germany



Map 9 - Winning Italy

Italy

In these 12 tournaments, Italy had the following finishes:

First - 0
 Second - 0
 Third - 1
 Fourth - 2
 Fifth - 2
 Sixth - 3
 Seventh - 4

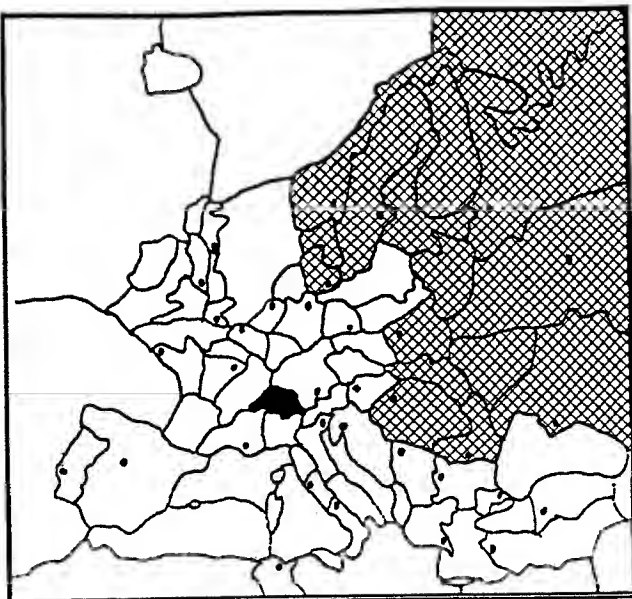
In these 84 games, Italy posted the following completions:

Survival - 44
 Elimination - 28
 Wins - 1
 2-Way Draw - 4
 3-Way Draw - 5
 4-Way Draw - 2

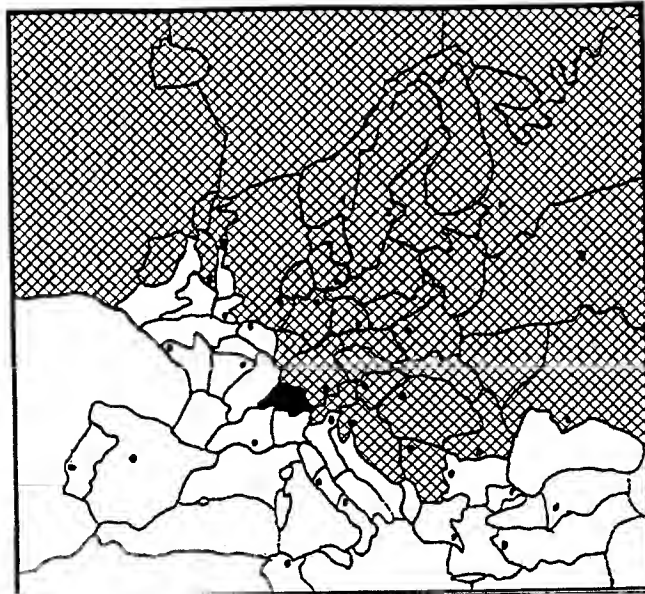
Italy comes in dead last in 7th place. Like Germany, Italy was not eliminated prior to 1905. Like England and France, Italy managed to last until 1919. As with most countries, the most eliminations occurred in 1909. The following shows an average Italian game through 1910 versus an average Italian winning game through 1910.

	01	02	03	04	05	06	07	08	09	10
Average	04	04	04	04	04	05	05	05	05	05
Win	04	04	04	04	06	07	07	07	07	07

As Italy only won 1 game, a comparison between "average" and "winning" Italy is virtually impossible. There is not enough data on Italian wins within these referenced tournaments to determine such a comparison. However, the territory owned by Italy in its winning game is shown in Map 9.



Map 10 - Russia After 1906



Map 11 - Winning Russia

Russia

In these 12 tournaments, Russia had the following finishes:

First - 0
 Second - 1
 Third - 2
 Fourth - 3
 Fifth - 2
 Sixth - 1
 Seventh - 3

In these 84 games, Russia posted the following completions:

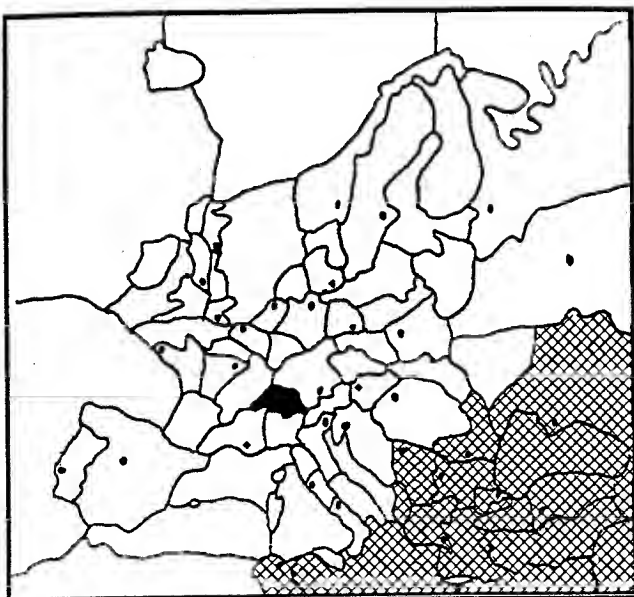
Survival - 37
 Elimination - 35
 Wins - 6
 2-Way Draw - 1
 3-Way Draw - 4
 4-Way Draw - 1

Russia has an overall finish of 6th place. Russia was eliminated as early as 1903 but lasted as late as 1919. Again, 1909 held the most eliminations. The following shows an average Russian game through 1910 versus an average Russian winning game through 1910.

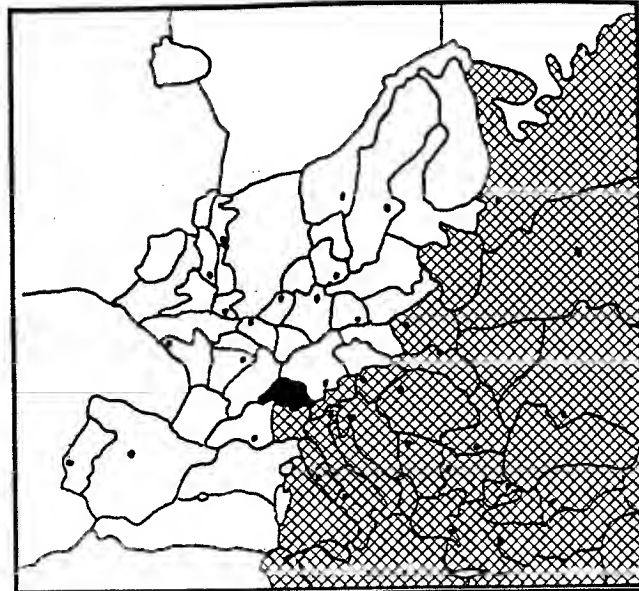
	01	02	03	04	05	06	07	08	09	10
Average	05	05	05	05	05	05	05	04	04	05
Win	05	06	07	07	08	10	10	10	11	12

Russia doesn't make much headway until 1905. This relatively slow start means that Russia's wins tend to come in long protracted games. By 1906, Russia has passed the halfway mark to winning (see Map 10).

By 1910, Russia only owns 12 centers (only 2/3 of the way to a win). The territory owned by a winning Russia is shown in Map 11.



Map 12 - Turkey After 1906



Map 13 - Winning Turkey

Turkey

In these 12 tournaments, Turkey had the following finishes:

First - 4
 Second - 5
 Third - 1
 Fourth - 0
 Fifth - 0
 Sixth - 0
 Seventh - 2

In these 84 games, Turkey posted the following completions:

Survival - 34
 Elimination - 20
 Wins - 9
 2-Way Draw - 10
 3-Way Draw - 9
 4-Way Draw - 2

The Southern Wicked Witch has an overall finish of 2nd place. Turkey was eliminated as early as 1903 but lasted as long as 1919. Turkey was eliminated the most in 1910. The following shows an average Turkish game through 1910 versus an average Turkish winning game through 1910.

	01	02	03	04	05	06	07	08	09	10
Average	04	04	05	05	06	06	07	08	08	08
Win	04	05	06	07	08	10	12	13	14	14

It appears 1906 is when Turkey really begins rolling. It seems Turkey prefers to "lay in the weeds" until approximately midgame before making his move. By 1906, Turkey is over half the way to a win (see Map 12).

By 1910, Turkey has gained 14 centers. This makes Turkey a formidable opponent and difficult (but not impossible) to stop. The territory most often involved with a Turkish win is shown in Map 13.

What does this all mean? According to these numbers, the best-to-worst countries to play are:

France - Turkey - Austria - Germany - England - Russia - Italy

Despite the 7th place finish, Italy had the most survivals (44), while Germany had the least (26). Despite its 3rd place finish, Austria was eliminated the most (39) while France was eliminated the least (15). France also scored the most wins (14) while Italy had the least (1). Turkey had the most overall draws (21) while Russia had the least (6).

With the most wins and least eliminations, France bolsters its reputation as a "good" country. Despite its 7th place finish, Italy seems to stand the best chance of surviving. If it's draws you're looking for, Turkey (with its 2nd place finish and 21 draws) offers plenty of opportunities.

We all know 1901 can be critical. The dots obtained in the opening year helps determine your strategy. What you can or cannot accomplish in the next few game years is often determined by your 1901 center count. So how did these various countries start out?

Austria (#3) performed conservatively in 1901. In 55% of these 84 games, Austria only picked up 1 center (total of 4). This center was almost always Serbia. In 40%, Austria picked up 2 centers (total of 5). In 2% each, Austria either picked up 3 centers (total of 6) or stayed at 3 centers. In 1%, Austria lost 1 center.

England (#5) has few opening options. With only Norway generally considered a "safe" center, it's no surprise that in 71% of these 84 games, England gained only one center (total of 4). In 18%, England picked up 2 centers (total of 5). In 11%, England stayed even at 3 centers.

France (#1) did very well. In 56% of these 84 games, France picked up 2 centers (for a 1901 center count of 5). As Portugal and Spain can be obtained while almost always being able to cover the home centers, it looks like this is a popular and successful opening. (As every player of France knows, if you can get Belgium, you have the option of waiting until 1902 to pick up one of the "safe" Iberian centers). In 19% of these 84 games, France picked up 1 center (total of 4). In 18%, France picked up 3 centers (total of 6). In the remaining 7%, France stayed even at 3 centers.

Germany (#4) also played it safe. With Denmark and Holland considered "safe" pick-ups, 59% of the games shows a gain of 2 centers (total of 5) for 1901. In 24%, only 1 center was gained (total of 4). In 14%, Germany picked up 3 centers (total of 6) while Germany stayed even at 3 centers in 3% of the games.

Italy (#7) starts out as slowly as England. In 70% of these 84 games, Italy picked up 1 center (total of 4) in 1901 (almost always "safe" Tunis). In 21%, Italy gained 2 centers (total of 5) while in 9%, Italy stayed even with 3 centers.

Russia (#6) generally concentrates on Rumania and/or Sweden in 1901. In 46% of these 84 games, Russia picked up 1 center (total of 5). In 31%, Russia picked up 2 centers (total of 6). In 17%, Russia stayed even at 4 centers while Russia gained 3 centers (total of 7) in 4% of these games. In 2%, Russia actually lost 1 center (almost always Sevastopol).

Turkey (#2) also did well with traditional openings. As Bulgaria can be taken without conflict and held in all but the most unusual circumstances without losing a home center, it is not a surprise that in 73% of these 84 games, Turkey picked up 1 center in 1901 (total of 4). In 25%, Turkey picked up 2 centers (total of 5). In only 1% each, Turkey either picked up 3 centers (total of 6) or stayed even at 3 centers.

So, a "typical" Fall 1901 result? Trust me, we have all seen a lot of this "typical" 1901.

Austria - 4 (Home + Serbia)
England - 4 (Home + Norway)
France - 5 (Home + Portugal + Spain)
Germany - 5 (Home + Denmark + Holland)
Italy - 4 (Home + Tunis)
Russia - 5 (Home + Sweden or Rumania)
Turkey - 4 (Home + Bulgaria)
Total - 31

However, Diplomacy, even gunboat, is not a game of pure strategy. Although negotiations are almost eliminated (some GM's

permit "leading" orders such as French A Bur S Russian F Bot-Swe), each player has his or her own style of play. Sometimes this style varies with each country played. So, how do actual players compare to these stats?

Two players will be discussed. Both players and the following information is derived from 7X7 RRG's run in the zine Starwood and GM'd by myself.

Jim Diehl won tournament #7 and is 5th in points on Starwood's Winners' List. Thomas Manning won tournament #5 and is in 3rd place.

To date, Jim Diehl has completed 7 tournaments in Starwood (2 as a standby). His record?

Austria - 1 survival; 6 elimination
England - 4 survival; 1 elimination; 1 2-way; 1 4-way
France - 4 survival; 1 elimination; 2 wins
Germany - 4 survival; 2 elimination; 1 2-way
Italy - 4 survival; 1 elimination; 1 win; 1 4-way
Russia - 4 survival; 3 elimination
Turkey - 2 survival; 0 elimination; 3 wins; 1 2-way; 1 4-way

Obviously, Jim (at least in Starwood) hasn't met a Turkey he didn't like. In 3 of his 6 tournaments, Jim won games as Turkey and was never eliminated. Austria, however, was not as kind to him. It was survive or die with that country (dying occurring the most).

As you can see, France and Turkey reversed positions. For Jim, Austria dropped from 3rd to 7th. England and Germany simply reversed positions. Russia remained in 6th place.

To date, Thomas Manning has completed 6 tournaments (3 as a standby). His record?

Austria - 5 survival; 1 elimination
England - 3 survival; 2 elimination; 1 3-way
France - 1 survival; 2 elimination; 2 wins; 1 2-way
Germany - 3 survival; 2 elimination; 1 2-way
Italy - 4 survival; 1 elimination; 1 2-way
Russia - 2 survival; 2 elimination; 2 wins
Turkey - 3 survival; 1 elimination; 1 2-way; 1 3-way

France again lives up to its statistical reputation. Turkey slips to 3rd while Russia jumps from 6th to 2nd! Austria drops from 3rd to 7th (again) while Italy goes from 7th to 4th. England and Germany each drop 1 position.

Jim and Thomas' finishes seem to support France and Turkey's reputation as "winning" countries. However, both burn statistics by doing better as Italy than indicated. Jim agrees with the stats on Russia while Thomas pulls it up to 2nd place. Jim falls in line with the stats regarding England and Germany while Thomas lets them each fall 1 spot. Neither Jim nor Thomas did well as Austria.

My conclusion? Although I personally have never won a game as France (in either regular or gunboat Diplomacy), this information only reinforces my belief that I'm doing something wrong. And if I run into Jim and/or Thomas in a game where they're playing France, I'm in trouble. (I usually am, but that's a different story). On the other hand, if they're playing Austria, the opposition will have a good chance of neutralizing them.

Finally, let's compare these 7X7 RRG's with some regular Diplomacy games. I have taken completed games as reported in Everything issues #86 and #87. This covers a time period from January 1992 through May 1993. Using the same scoring system as for the 7X7's, the best-to-worst countries were:

France - England - Austria - Italy - Russia - Germany - Turkey

Let's look a little at how each country compared between the 7X7 RRG's reported earlier in this article and the regular Diplomacy games reported in Everything #86 and #87. The percentages given reflect against the total games involved (84 for the 7X7's and 103 for regular Diplomacy).

<u>Austria</u>	<u>Regular</u>	<u>7X7</u>
Overall Finish	#3	#3
Survivals	30%	34%
Eliminations	42%	46%
Wins	7%	9%
2-Way Draws	8%	5%
3-Way Draws	7%	4%
4-Way Draws	3%	2%
5-Way Draws	2%	
6-Way Draws	1%	
+3 in Fall 1901	5%	2%
+2 in Fall 1901	52%	40%
+1 in Fall 1901	30%	55%
even in Fall 1901	12%	2%
-1 in Fall 1901	1%	1%

<u>England</u>	<u>Regular</u>	<u>7X7</u>
Overall Finish	#2	#5
Survivals	33%	38%
Eliminations	31%	43%
Wins	10%	6%
2-Way Draws	6%	9%
3-Way Draws	9%	3%
4-Way Draws	7%	1%
5-Way Draws	3%	
6-Way Draws	1%	
+2 in Fall 1901	38%	18%
+1 in Fall 1901	53%	71%
even in Fall 1901	9%	11%

<u>France</u>	<u>Regular</u>	<u>7X7</u>
Overall Finish	#1	#1
Survivals	39%	44%
Eliminations	25%	18%
Wins	12%	17%
2-Way Draws	5%	9%
3-Way Draws	10%	9%
4-Way Draws	6%	3%
5-Way Draws	2%	
6-Way Draws	1%	
+3 in Fall 1901	17%	18%
+2 in Fall 1901	58%	56%
+1 in Fall 1901	21%	19%
even in Fall 1901	4%	7%

<u>Germany</u>	<u>Regular</u>	<u>7X7</u>
Overall Finish	#6	#4
Survivals	26%	31%
Eliminations	50%	45%
Wins	7%	8%
2-Way Draws	4%	6%
3-Way Draws	6%	6%
4-Way Draws	4%	4%
5-Way Draws	2%	
6-Way Draws	1%	
+3 in Fall 1901	9%	14%
+2 in Fall 1901	65%	59%
+1 in Fall 1901	23%	24%
even in Fall 1901	3%	3%

<u>Italy</u>	<u>Regular</u>	<u>7X7</u>
Overall Finish	#4	#7
Survivals	38%	52%
Eliminations	36%	33%
Wins	7%	1%
2-Way Draws	5%	5%
3-Way Draws	6%	6%
4-Way Draws	5%	3%
5-Way Draws	2%	
6-Way Draws	1%	
+3 in Fall 1901	2%	0%
+2 in Fall 1901	25%	21%
+1 in Fall 1901	62%	70%
even in Fall 1901	10%	9%
-1 in Fall 1901	1%	0%

<u>Russia</u>	<u>Regular</u>	<u>7X7</u>
Overall Finish	#5	#6
Survivals	31%	44%
Eliminations	45%	42%
Wins	7%	7%
2-Way Draws	3%	1%
3-Way Draws	8%	5%
4-Way Draws	4%	1%
5-Way Draws	2%	
6-Way Draws		
+3 in Fall 1901	8%	4%
+2 in Fall 1901	42%	31%
+1 in Fall 1901	31%	46%
even in Fall 1901	15%	17%
-1 in Fall 1901	4%	2%

<u>Turkey</u>	<u>Regular</u>	<u>7X7</u>
Overall Finish	#7	#2
Survivals	37%	41%
Eliminations	40%	24%
Wins	6%	11%
2-Way Draws	1%	12%
3-Way Draws	11%	11%
4-Way Draws	3%	1%
5-Way Draws	1%	
6-Way Draws	1%	
+3 in Fall 1901	4%	1%
+2 in Fall 1901	25%	25%
+1 in Fall 1901	69%	73%
even in Fall 1901	2%	1%

Players should take the information in this article as an indication of what has been done. The result of each tournament/game alters the overall picture. Each player and each player's style also alters the overall picture. But perhaps this information can assist a player in making decisions on a strategy to win...or just to hang on and survive.

Melinda Holley runs Gunboat tournaments in her zine Starwood. Until recently she also published the popular zine Rebel.

In Search of the Cult of Personality

Part 4 -- Why I am a Christian (and a Diplomacy player)

by Jim Burgess

This column in the series is probably the hardest I've written and I've been working on it for quite some time. I sincerely hope I don't offend anyone by it since that is not my intent. On the other hand spiritual beliefs are a deeply held element of one's personality and ultimately I can only write about my own reaction to these questions. That element of telling one's own story though is at the heart of what it means to be a Christian. Being a Christian is not about being a hermit or hiding from life and the diversity of people in creation. It is about being given each other to listen to and learn from. One of the ways to do that is in games and fun, like Diplomacy. Diplomacy played remotely offers even wider possibilities as people read my szine from all over the world and people play in it from all over the United States. The Game and its focus on personality offers a myriad of opportunities to listen and learn and I try to take advantage of all that offers. Yet, that statement is pretty general, what is Christian about this? The evangelist Linda Strohmeier has said, "Religion is always struggling with its relationship with power and money and control. People who would have power in the world want to connect with the enormous power that religion wields. And spiritual pride is seductive, the certainty that 'we know.' I want to be very sure that I don't climb onto my own spiritual pride bandwagon, seduced by temptations to power." I identify with that struggle quite viscerally and have found writing this column hitting to the depths of those urges. Moreover, I found it very similar to the feelings I sometimes have in playing Diplomacy in feelings of guilt generated by taking advantage of the skills that I have, weak though they might be.

A Christian approach to these questions must stem from Christian love. If the role of the Christian is centered in love and inclusivity, why is that so? Does it stem from browbeating, proselytizing, and commanding?? No, not in any sense that I believe. Since you can read scripture in so many different ways and the act of reading interacts with us as persons, I don't think you EVER can read the lessons of Jesus as saying that you should browbeat people into doing things your way. Instead, you're supposed to live like Jesus, which is much more than using him as a model or a standard. It's going out every day and trying to live like him and that means loving everyone, throwing no one out, and trying your best to feed other people with what they need. These three central elements of Christianity seem to me to be ever present in the Diplomacy hobby as issues to be addressed. But that's not exactly how I see them, they aren't issues to be addressed. They are ways to live, every day and in every way. I find Diplomacy to be a great way to feed people in all sorts of ways, some obvious, some not. Don't you?

Ah, but what about lying. You aren't supposed to "bear false witness against your neighbor" and in the game of Diplomacy lying is permitted or even encouraged. What does one do about that? The simple solution is to decide that you are going to play the game without lying. This is possible and has been taken as an approach by numerous people whom I have encountered in my nearly three decades of playing this game. I want to take one example whom I know well to describe some of the implications of taking a "no-lying" pledge. I am pretty sure the person I have in mind was choosing not to lie as part of being a Christian, though I can't recall ever discussing it with him. I've

decided not to name him in this column since it doesn't advance my point and actually might detract from it. Choosing not to lie took a large set of potential actions and strategies out of his toolkit. Partially as a result of this decision, he had a terrible record in playing Diplomacy games. Moreover, in struggling to do well in these games, he also tried to use deceit that came just short of actually lying in order to achieve Diplomacy goals. In other words, he would discuss particular moves or strategies and wouldn't actually promise to do his part for them and try to mislead others by doing so. In the long run, this also backfired because he became known for this to such a degree that even these deceptions were completely worthless. If he failed to come out and make an actual promise to do something, you knew he was being deceptive. He also had a slogan that I've found to be one of my favorites to such a degree that it always sticks with me. It was "Learn to love to do well and you shall." I don't know where it comes from, but it says a great deal for me about how to grow and learn continuously in order to do well, not just at Diplomacy but at life.

The commonplace of lying and deceit, then, seems really difficult to overcome. How can this be reconciled with Christian moral formation, ultimately based upon the Gospel of Jesus Christ. Well, I won't even try to prove anything to you, but let's look at what is widely considered Jesus' most difficult parable, about the servant of two masters and see what it has to say on these questions:

Jesus said to the disciples, "There was a rich man who had a steward, and charges were brought to him that this man was wasting his goods. And he called him and said to him, 'What is this that I hear about you? Turn in the account of your stewardship, for you can no longer be steward.' And the steward said to himself, 'What shall I do, since my master is taking the stewardship away from me? I am not strong enough to dig, and I am ashamed to beg. I have decided what to do, so that people may receive me into their houses when I am put out of the stewardship.' So summoning his master's debtors one by one, he said to the first, 'How much do you owe my master?' He said, 'A hundred measures of oil.' And he said to him, 'Take your bill, and sit down quickly and write fifty.' Then he said to another, 'And how much do you owe?' He said, 'A hundred measures of wheat.' He said to him, 'Take your bill, and write eighty.' The master commended the dishonest steward for his shrewdness for the sons of this world are more shrewd in dealing with their own generation than the sons of light. And I tell you, make friends for yourselves by means of unrighteous mammon, so that when it fails they may receive you into the eternal habitations. He who is faithful in a very little is faithful also in much; and he who is dishonest in a very little is dishonest also in much. If then you have not been faithful in the unrighteous mammon, who will entrust to you the true riches? And if you have not been faithful in that which is another's, who will give you that which is your own? No servant can serve two masters; for either he will hate the one and love the other, or he will be devoted to the one and despise the other. You cannot serve God and mammon." (Luke 16:1-13)

The standard "lesson" taken from this gospel is that the temptation to be dishonest is almost irresistible. In doing so, the assertion of

the self as I have been calling the expression of personality can lead to doing "whatever you can get away with," honesty be damned. The nagging finger pointing view from the pulpit then can be a simple "Enough is enough." Draw a line against dishonesty for yourself and live within it while also demanding that others do so as well. This "shoulds and shouldn't's" view of the Gospel is terribly simplistic though and this Gospel is far more complex than that. I want to discuss this from a couple of different levels.

First, note that the steward is commended for his shrewdness. Why? Let's start with a dictionary definition of "mammon". It was the Aramaic word for "riches" and really is meant to encompass all of the talents and resources which Christian theology clearly states belong to God and are given to us as stewards. Thus, a "difficult" Gospel also is a centerpiece for the concept of stewardship. To me, the personification of this word as devilish is a crucial misreading of the sum total intent of this Gospel. The steward does use the ways of the world (in its representations in the ledgers of the master's business) in order to secure for himself a life that he can live based upon an honest assessment of all that he is. Even though he "cheats" the master in a sense, he does so through kindnesses in distributing riches that all belong to God. And in doing so, his need to be dishonest is ended. Playing Diplomacy and using all of the riches provided to us is not un-Christian. It's part of where we are as sons of this world who are not completely divine in nature. In other words, being faithful in the unrighteous mammon is important and being faithful means not making the mammon the master. That tells me that doing as well as one can in games or anything else is a good thing.

Second, Jesus is very clearly telling us to draw lines and demand honesty at the "meta-level" where it really counts. This is very telling for how we play Diplomacy as Christians. This occurs within ourselves and in how we follow the real commandment to love one another as ourselves. Being honest with oneself at all times is essential. One of the reasons I like reading the philosophy of Friedrich Nietzsche, who is popularly known for saying "God is dead," (even though he really didn't, at least not so simply and clearly) is that you can look at him as a failed Christian who was trying to be honest with himself. I don't think it has happened yet, but someday some philosophic critic is going to write a revisionist treatise arguing that Nietzsche really was a Christian. Nietzsche said that, "It seems to me that even the bluntest word, the bluntest letter is still more good-natured, still more honest, than silence. Those who remain silent are almost always lacking in delicacy and politeness of the heart. Silence is an objection, and swallowing things down unnecessarily makes for a bad character--it even upsets the digestion. All who remain silent are dyspeptic. Clearly, I would not have bluntness underestimated: it is by far the most humane form of contradiction and, amid modern pampering, one of our foremost virtues. When one is rich enough for this, it is even good fortune to be wrong. ((Clearly, Nietzsche is talking about the same kind of "mammon" and richness as Jesus was; and Nietzsche knew the Christian gospels backwards and forwards.)) Were a god to come down upon earth, he should do nothing but wrong: to take upon oneself guilt and not punishment, that alone would be godlike." (From *Ecce Homo: How One Becomes What One Is*, Section 5 of the chapter "Why I Am So Wise") While I am tempted to explicate that further, I think I'll just leave it with this additional comment: part of feeding people and throwing no one out means that we need to admit our wrongs to ourselves so we can go beyond them to love others.

Lastly, in a related way, think of this contractually. I have used this Gospel in teaching about economic contractual relationships in the classroom. One of the reasons I've always found it so fascinating is its clear sense of understanding of some of the concepts of game theory. Game theory equilibria obtain from the assumption that each independent agent will act in his or her best interest while anticipating the reaction of others. Why did the master (representing God) in the Gospel allow the steward to retain the books in order for the steward to give the master's wealth away? In fact, this was the welfare maximizing solution for everyone concerned. We've already dealt with the advantages for the steward, but the master benefits as well. For one thing, the steward creates good feelings for the master amongst the community, reversing the bad feelings generated by the wasteful behavior of the steward. While the steward receives the direct benefits, the indirect benefits are the ones valued by the master and he chooses to attain his goal by playing this game with the steward assuming that the steward's behavior will be self-interested. I assert these are relevant aspects of the game of Diplomacy. It is the indirect benefits of playing the game that accrue to everyone that are the most important. These benefits are the fellowship and fun obtained in playing the game and using the wits and skills God has given us in order to do as well as we can. Moreover, when we assume the contract of playing a Diplomacy game, we accept the rule condition that lying and deception are allowed. As in any game, things happen in games that would not be considered fair or ethical if they occurred outside of accepting the implicit contract by playing in that game. Think of the hitting and violence in hockey or football. Are these players any less followers of Christ because they do things to each other that would get them arrested if they did them out on the street in public? No.

One of the things that always has struck me as strange is the way we accept the use of physical gifts more readily than we accept the use of intellectual or clever ones. Of course, many people decry this sort of violence too, but to me the key is contractual acceptance of the terms or rules of the game.

As a result, a certain strength of character is needed in order to be a Christian in general and a Diplomacy playing Christian in particular. Game playing and Diplomacy fandom is part of a way of being and so are matters of religious doctrine. Using the imagination in playing games is part of the way we feed our souls and keeping our souls in line with religious ideals requires a duality that is common to religious thinking but ultimately not based in fact or mathematical proof. Using all of our gifts in playing Diplomacy means exercising a combination of the highest order of spatial, empathic, mathematical, verbal persuasive skills with which humans have been blessed. Doing that to the very best of our ability in playing games further develops those skills as long as we approach each game with an open and honest mind. To do so while still being an inclusive Christian requires that highly developed courage that Nietzsche asks for in the quote above, without the scorn (which I didn't quote from) that Nietzsche delivered against essential human failings. Diplomacy also is a game in which it is really easy not to be successful. Playing it has taught me a great deal about how to accept failure and keep trying. Being a Christian and a Diplomacy player might not be easy, but it can be an integral part of the lifelong spiritual growth that a contract with Jesus Christ asks of Christians.

Jim Burgess currently publishes the postal/email crossover zine The Abyssinian Prince.

On Conducting Diplomacy "The Art Of The Possible"

"Stalking The Perfect Alliance"

by Brian Cannon

If you're like me, you enter a new game of Diplomacy eagerly anticipating and hoping for a thrilling victory, but still dreading the prospects of the enemy alliance or the treacherous stab that will reduce all your glorious plans to ignominious dust. In some games you never seem able to find an ally and get crushed by your neighbors like a pile of old and moldy potato chips. In other games, you are sure you've found and made an ally who will help you further your plans (and his own), only to find him changing sides and turning on you just when you were starting to roll - or, in some ways worse, proving just plain unreliable causing you to waste moves with "NSO" (no such order) supports and the like and allowing your enemies to advance while you futilely spend your time and energy trying to breathe life back into your supposed ally. Since it is virtually impossible to be successful in Diplomacy without gaining allies at some point (barring variants like no-press Gunboat & Fog of War & the like), it follows that one of the most important skills of a successful Diplomacy player is the ability to build and maintain (and direct) an alliance. In this article I'll discuss several aspects of alliance building and maintenance ("ABM", yet another TLA <g>). This is by no means an exhaustive list; and, as is common in Diplomacy, there will always be exceptions that call for violating otherwise valid rules of thumb. Nevertheless, it can serve as a good starting point for those seeking improved success in their Diplomatic endeavors.

The first principle of effective alliance building is mutual respect. This includes mutual understanding of and concern for the legitimate needs and goals of each ally's country and also, I believe, respect for each ally as a person and a player. This latter is important because, ultimately, it is the player (person) who decides what alliances their country will join, what moves they will make, what Diplomacy they will conduct, who they will stab (and when) and who they will favor when the going gets tough. And since, so far at least, all Diplomacy players are "flawed, FEELING, humans" (no Vulcans involved yet, to my knowledge), it must be expected that most players will be influenced in their strategic decisions by how they FEEL about you and the other players. Dale Carnegie could tell you more (and better) than I about how to build an attitude of respect into how other players view you. For now I'll just mention a few thoughts.

1. Respect begets respect, and vice versa. If you think (and convey) that another player is a jerk, it's likely they'll return the favor. If you think (and convey) that your potential ally is a good player with good ideas and a sound grasp of tactics, it is far more likely that they will be disposed to think the same of you (if you give them reason to, at least) or at least that they will be willing to give you the benefit of any doubt.
2. Interest and concern for one's welfare can be catching. If you take the time to see the world (or at least Europe)

from the viewpoint of your prospective ally; and if you put in the energy to consider how you can help them reach goals that benefit their country (at least to the point of not damaging your own country); and if you genuinely listen to the concerns they express and put in the time and thought necessary to factor those concerns into any proposed plan for alliance; then you build a foundation from which a strong and long lasting alliance can be formed. One capable of weathering the stresses imposed by those scheming, untrustworthy and nasty yokels on the other end of your cannon barrels.

3. With the strength and resiliency of your prospective alliance at stake, seek to devise a Balanced plan. An unbalanced plan (one which favors one ally significantly more than another) "can" be the death of your alliance hopes - and can kill your alliance later even if you succeed in forming it now. The best plan, generally, is one in which each ally has minimal (and roughly equal) opportunities for stabbing another ally; in which each has reasonably equivalent opportunities for growth; and in which no ally becomes (or is likely to become) THE obvious target once the alliance has been successful (e.g.: a Western Triple E/G/F in which England rules the North, France the Med, and Germany a thin band thru the middle - just begging to be crushed by E/F on the theory that a 2-way beats a 3-way any day). The challenge here is to devise a plan for the proposed alliance that considers and seeks to prevent such imbalances from developing. David Partridge's article in DW #75 about "The Little Guy" is a good illustration of how an otherwise stable G/F alliance became unbalanced (due to unexpected and unplanned for mechanizations by Italy) and disintegrated forcing inclusion of Italy in the Draw.
4. Open and active communication lines are, in practically every case, essential to the health of a long term alliance. Silence presents a vacuum to your current ally in which fancy can construct all sorts of demons and fears about WHY you stopped writing. And when other players ARE writing and following sound principles in their attempts to build a new alliance structure (one which excludes you) with your current ally, you are just begging for trouble if you give them an open field to play in. Certainly there are times when you can't keep up the writing as much as you would like (you're on vacation or ill or your work load is taking all your free time, for example). In these cases, be candid and let your ally know what is going on so he will understand why your communication has diminished. Invite him to take an increased roll in your alliance's plans and to keep communicating with you. Do everything you can to ensure he understands your continuing interest in maintaining an alliance which will benefit both of you and your continuing commitment to that alliance - even in spite

of your reduced letter writing.

In addition to the above, here are several techniques that may be employed to shore up or strengthen (or encourage the building of) an alliance you desire. Not every technique will be applicable all the time, and there are many others, but these can be a few more arrows to add to your quiver.

1. Paint the picture (to your prospective allies) of an enemy alliance which will destroy all of you if you don't band together. It may even be necessary to attempt to encourage the formation of such an alliance. True, this can be dangerous - but if you are having difficulty convincing your prospective allies to join you (instead of attacking you) it may be necessary. Ideally, the nature of such an enemy alliance should be that your alliance (if formed) will be able to emerge victorious from the conflict, but which will be able to eat your prospective allies (and you) piece by piece if they don't join with you.
2. While you will be planning your alliance's operations so that each ally has minimal opportunity to stab another, there will always be slight discrepancies (someone will have a slight advantage). If possible seek to keep that slight advantage on your side.
3. Of course, along with this goes the added responsibility of reassuring your allies that even tho you may have a slight advantage, they can trust you not to exploit it. Giving preference to their desires about your builds; maintaining a buffer between your forces and their dots; selflessly assisting them in other areas of the board to their benefit (or potential future benefit); and discussing & highlighting their importance to the alliance are all steps you can take to balance your allies perceptions of your slight stab-potential advantage.
4. Anticipate ways in which a current ally could turn on you if they decided to join a new alliance - and plan how you could deal with each possibility. If you can arrange your moves to be in position to deal with such treachery while continuing to help the alliance move forward you will have

gone a long way to preventing such tricky stabs (at least by others). This is a rather complicated area so aside from mentioning it I'll leave it as an exercise for the reader (or to a later article) to discuss in detail.

5. If you can't guard yourself against likely stab opportunities by your current allies, seek to plan moves that will make YOUR units essential to the alliance. The most common example of this is, of course, maneuvering yourself into a crucial position in a stalemate line. A position in which you possess the absolute ability to allow the enemy alliance thru any possible stalemate lines no matter what your current allies do about it. A position in which you can retaliate to a stab by forcing the stabbers onto the losing side. Another example is one in which your alliance is advancing but has yet to cross the enemy's stalemate line. If you can so arrange it that your units are essential to crossing the line (for example, pushing a western alliance past the key positions of Venice and the Italian boot). If you are France in such a position with the ability to cross the line, but also with the ability to help the eastern powers bottle up the line if you are stabbed, you possess tremendous leverage - even if your home dots are surrounded and unprotected.

Of course, there is much more to alliance building and managing than I've discussed here. Not least of which is the question of what to do when your alliance has defeated all opposition and entered the end game. Do you accept the draw? Will your allies accept the draw? Will you (or they) seek to reduce the size of the draw? Or lunge for a solo? Do you have the ability to even consider the option? Fertile field here for future articles (including by other budding authors lurking out there <hint, hint>). For now, aside from encouraging more of you who are reading this to consider submitting articles (especially Strategy & Tactics articles), I will close with this quote by Benjamin Franklin, July 4, 1776 "We must all hang together else we shall all hang separately." How will YOU hang?

Brian Cannon is a regular contributor of Strategy & Tactics articles to Diplomacy World.

Conflict in Silesia - Planning For The Inevitable War Between Germany and Russia

by Stephen Agar

Long ago, Richard Sharp promoted the theory that Germany usually thrives when Austria thrives (or at the very least Germany does well when Austria manages to stick around for a while), and the available statistics appear to bear this out. However, is this really the full story? The purpose of this article is to suggest that Germany in fact does well when Russia does badly and while Russia doing badly and Austria doing well may be different sides of the same coin, that is not always the case. I would doubt if a Turkish invasion of Austria holds quite the same long-term horrors

for Germany as a successful Russian invasion, while a successful attack on Austria by Italy is probably only bad for German prospects if it is accompanied (as it so often is) by Russian gains in Austria as well. This slightly different approach would have some ramifications for Germany strategy over and above the Anschluss which we all know and love.

Having GM'd 30+ games of Diplomacy, after a while you do start to notice patterns creeping into the games. One

common situation is to see Germany and Russia slugging it out for control of Berlin and Warsaw by about 1904, sometime Germany is victorious and (unlike Hitler) reaches Moscow, on other occasions Russia triumphs and the whole of Germany falls. Often the victor is the Power who strikes first. Conflict between Russia and Germany is, in my view, generally inevitable once mid-game is reached. That being the case, I would argue that a successful strategy for Germany will take this into account from day one.

The Polish Battleground

Few Russias open with A(War)-Sil and even fewer Germany's try A(Mun)-Sil or A(Ber)-Pru. After all, there are the neutrals to pick up and there is a need to sort out an alliance structure amongst near neighbors. But once the initial land-grab is over, where does Germany get the next few centers from?

If all is going well for Germany he will be in an alliance with either France or England against the other. In the event of a Franco-German alliance you would expect to see Germany build F(Kie) to threaten English interests in Scandinavia and the North Sea, while France tackles England direct. While England is slowly taken out, France moves into the Mediterranean and Germany goes... where? Well, intervening in Scandinavia may already have brought Germany into conflict with Russia and if you're building A(Mun) and A(Ber) it is just ever so easy to order A(Ber)-Pru, A(Mun)-Sil and you've got a supported attack on Warsaw. On the other hand, sometimes Germany is so determinedly anti-English that he assists Russia in Scandinavia in order to get the extra Russian fleets needed to crack open the North Sea, but this tends to plant the seeds of Germany's downfall in the mid-game, for reasons discussed later.

Anglo-German alliances aren't much different in practice. England sends fleets against France and probably puts an extra couple of units into Scandinavia. Germany pours armies through Burgundy and gives the English some support in the north. By 1903-4 France is effectively out, England has the outlying French centers and maybe even St. Petersburg and yet again German armies built in Mun and Ber look east for the next few centers. After all, it is difficult for Germany to build fleets quickly enough to take on England single-handed, so it is easier to build armies instead. Of course, this strategy can be fatally flawed as a few years later Germany will be very vulnerable to an English stab.

The Russian Perspective

The fact that Germany often looks to Russia for the second tranche of supply centers once the Western triangle is settled is quite logical when you consider the proximity of the Russian centers, the fact that Germany is essentially a land-based power, and the influence of Switzerland and the stalemate lines on geography. In particular, in order to win the game without crossing the stalemate line Germany needs

two or three Russian home centers to stand any chance of victory.

And of course the converse also applies. Russia needs to secure her frontiers in the early game and will be looking for assistance from neighbors to get a foothold in the Balkans or Scandinavia. This is certain to bring her into conflict with either Austria and/or Turkey in the south and with either England and/or Germany in the north. If Russia strikes a good deal in the Balkans and makes early gains, then it is likely that in the short term Russia will keep sending armies southwards. But once Russia has got as far as she can easily get (usually the Vie/Bud line) or as far as she has agreed with her ally, where else can Russia seek growth? It has to be in Scandinavia and Germany. By this time either Germany will have let Russia into Scandinavia, there will be an uneasy balance in the area or England will have monopolized the situation, perhaps even taking StP.

The usual Russian game plan in the north would be to take Scandinavia, the North Sea and maybe the odd English center while eliminating Germany through encirclement. And of course if Germany assists Russia in taking Scandinavia he is just speeding up the process. A continued Russian presence in Scandinavia coupled with Russian success in the Balkans will, in my opinion, inevitably lead to a Russian attack on Germany. Indeed, if you consider where Russia is to get 18 centers from, you have Mos, StP, War, Sev, Con, Ank, Smy, Rum, Bul, Gre, Vie, Bud, Tri, Ven, Swe and Nwy for 16. To win Russia must take mainland Italy (difficult without a large naval presence), take England (possible with German help, but Russia can't build fleets that fast) or take Germany. Of these three options, Germany is the easiest, especially with help from Russian units in Scandinavia and Austria. Of course, if Turkey is still in the game, then the need to take the German centers for a victory becomes overwhelming.

So what does this all mean for Germany? I believe that the mid-game interests of Germany and Russia in Diplomacy are almost always incompatible and that for real and lasting success one must take the home centers of the other. Therefore, that Power which is first able to mount such an attack effectively will have a decisive advantage and that early strategy for both Powers should be directed at putting themselves into that position.

There's More To It Than Just Threatening Italy

If there is any substance in this analysis, it follows that Germany should try to keep Russia weak, by denying her Sweden in 1901 and at the very least maintain a balance of power in Scandinavia to keep the Russian genie well and truly bottled up in the north. On the premise that my enemy's enemy is my friend, Germany should support Austria (to deny Russia early builds) and do all in her power to discourage the emergence of a Russo-Italian alliance or a Juggernaut. The aim must be to keep Russia isolated and weakened, so that she spends her early game defending the

homeland. If Russia manages to achieve a secure southern flank then Germany is in trouble. This means that Germany should not neglect to maintain effective diplomatic connections with countries such as Turkey and Austria, because by the time the mid-game comes around their position in the game will directly influence the ability of Russia to wage war on Germany.

I would go on to say that I think, save for desperate circumstances, that it is a tactical mistake for Germany to do much by way of supporting Russia against England. Once Russian fleets get to Norway and the Norwegian Sea it will be impossible for Germany to push them back on her own. Even when Russia gets into trouble in the south, all too often a rump Russia can survive in the north for years and years, denying Germany the Scandinavian centers. If Russia reaches the North Sea, then Germany is encircled and the odds of Germany withstanding a determined assault from Russia are slim, especially once a Russian fleet gets into the Baltic.

Germany must aim to resolve the western triangle before matters settle down in the east, so that she can build armies to attack east before Russia is in a position to build spare armies in Warsaw. Essentially, it doesn't matter how Germany resolves the E/F/G conflict - an alliance with

England makes things difficult for Russia right from the start, but leaves Germany open to a stab later; an alliance with France may allow Russia to break out in the north, but may prove more secure in the longer term. Only remember this: Russia is not really your friend.

Russia, on the other hand, should do all in her power to achieve influence in Scandinavia and hopefully prevent an Anglo-German alliance that could see StP coming under pressure. If Russia can spare A(Mos) in S01, then the move to StP must hold out the prospect of increased influence in the north and hence an early ability to strike west. However, any influence gained in Scandinavia will be irrelevant in the face of a determined A/T alliance and it is the struggle for power in the Balkans which must be uppermost in Russia's thoughts. Just as Germany benefits from an isolated Russia, Russia also benefits from an isolated Germany, provided the end result isn't an over-mighty England.

To conclude: if you're Germany it isn't enough to support Austria. Far better to fix the real enemy - Russia - as soon as possible.

Stephen Agar distributes Diplomacy World to UK subscribers.

Diplomacy and the U.S. Army's "Principles of War"

by Tim Hoyt

After the First World War, in an effort to simplify the complexities of warfare and strategy to a manageable level, the U.S. Army formulated a short list of fundamental principles which guide warfare at the strategic, operational, and tactical levels. These principles, to list them briefly, are Objective, Offensive, Mass, Economy of Force, Maneuver, Unity of Command, Security, Surprise, and Simplicity.

At first glance, one might ask why these are applicable to Diplomacy? After all, Dip focuses (at least in theory) on diplomatic interactions between states, rather than strictly on military applications of force. Can a list which is intended to, among other things, teach young lieutenants how to lead small units into combat have much relevance to a game which deals with the conflict and fate of empires? In short, exactly why the hell am I writing this article? It's not like I'm getting paid, or anything [note: talk to editor about revising pay scale]. There are, in fact, two levels to Diplomacy. One level is psychological: players vie with one another to convince neighbors and non-neighbors, friends and adversaries, and even the occasional well-intentioned neutral to help them carry out nefarious schemes of European conquest. This level is extremely Machiavellian, and has most of the facets that make Diplomacy so unique. Personal judgment and timing are critical in a game which more than occasionally dissolves into a contest to see which partner can

stab the other first. For some, this is the fun part.

The other level is more military-oriented. Any good nefarious scheme requires some sense of 1) what it is you wish to accomplish (conquer half of Europe), and 2) how you intend to do that, since you start with only one-sixth (a little more if you're the Tsar) of what you need to acquire in terms of centers and forces. In essence, you require a plan, and it's a good idea to have some idea of what you want before you start negotiating.

The Principles of War can be very useful in constructing a plan, especially for those who may have just started playing the game and gotten clobbered by people who used to be your friends but suddenly turned into slobbering, backstabbing, cannibalistic fiends with a penchant for mayhem and destruction. There is never a perfect strategy: in fact, there are a lot of strategies which are quite good, but fail to win games for any number of reasons. But any decent strategy starts with a few basic ideas, and the Principles of War are an excellent starting point, particularly for beginners whose heads are still swimming from their last debacle. Besides the inevitable "I can't believe he lied to me" issue, the primary cause of beginner defeats is simply lack of strategy.

OBJECTIVE: The purpose of the objective is to focus military efforts on a clearly defined and attainable goal. Your ultimate goal is clear: grab eighteen centers and mock all the other players as the miserable sycophants that you have forced them to become. Intermediate objectives, however, are necessary to get there. For Diplomacy purposes, **TACTICAL** objectives are the most immediate ones: who do you ally with in the first turns, with the intention of dealing with which enemies? **OPERATIONAL** Objectives look several turns ahead: how do you position yourself for a knockout blow of your enemy? Which states may be in a position to interfere with your plans, or to attack you? How will you approach them, and negate the threats they pose if necessary?

STRATEGIC objectives focus on the long-term: after you've annihilated the initial enemy, what do you plan to do next? Be unscrupulous, and stab your ally? If so, you'd better be thinking about how to get in position, and who you'll get to help you do this dirty deed. Objectives can change during the game, as your allies prove more or less trustworthy and enemy coalitions appear to screw up your plans. Don't worry about it: adapt and carry on!

OFFENSIVE: You cannot win this game without taking the offensive. You cannot compete in this game without maintaining the initiative (which is probably a better word than Offensive for this principle, but I didn't write them). If you find yourself in a game where you are reacting, rather than forcing others to react, you may be in trouble. Not dead yet, to quote Monty Python, but in trouble. One easy way for this to happen is if you do not have operational or strategic objectives. If you have a lot of units not moving, you have probably lost the initiative at least temporarily, and you are certainly not taking advantage of opportunities to mass against another prospective opponent. If you've reached the midgame (one or two states destroyed) and you don't know what to do next, you've lost the initiative and you'd better do something fast or you'll be shark food. Being friends with everyone on the board is no security: trust me, they'll stab you in a minute!

There are, of course, times when you have no choice but to assume the defensive. Fight like hell to gain breathing room. Try to detach one of the allies, either through diplomacy with them ("I'll give you a better deal than France"), diplomacy against them ("hey, Russia--want a slice of the Kaiser while I tie him up for you?"), or focused and aggressive defense. Sometimes you can break a coalition by making sure that one partner doesn't do as well as the other. The defensive should, if possible, only be assumed temporarily: **ALWAYS** be trying to regain initiative! You never know when your opponents' coalition will collapse, or when someone will NMR (in a mail game). If you can't guarantee that your best possible defensive moves will keep you safe, then try to second-guess your opponent and attack to keep him/her off balance. Obviously, you want to preserve yourself as long as possible, but if you're going to lose a center, why not gamble and try to throw a monkey wrench in the works?

MASS: Mass, sometimes known as **CONCENTRATION**, is

the intimately related to the principle of Economy of Force (see below). The purpose of mass is to mobilize superior power at crucial points for decisive success. In essence, if you can arrange it, you should only be fighting on one front at a time (a dead white male named Hitler, may he "rest" in eternal torment, found this out the hard way). You may not need a lot of units to succeed if your victim's pieces are tied up on another front: the jackal stab, where you overrun someone from behind while they're in a war on another front, is a time-honored tradition (think Stalin and Poland in 1939), and happens a lot to Germany, Italy, and Austria.

ECONOMY OF FORCE: The principle of Economy of Force dictates that only minimal force is directed at secondary or irrelevant objectives. Don't fritter away your pieces in useless moves. Don't leave a lot of pieces to defend against a possible stab by an ally (unless you're sure it's coming): it indicates lack of trust (a condition, if possible, you ought to keep to yourself) as well as wasting pieces you could be using to grab more centers. Holding in place is usually silly, if you can do something even remotely useful with the unit like offer an ally support, or can move to a more effective position. As France, there is rarely a reason to garrison Gascony unless one is in a pitched battle for Iberia and interior France. If you have a unit in Gas, and there's no immediate threat, get it somewhere else. You **NEVER** have enough units in the places you need them.

MANEUVER: Never underestimate the power of maneuver, even in a cramped little board like the one we play Dip on. There are usually several options for any combination of units, and while positions can be relentlessly broken down through attrition, creative use of units can sometimes achieve surprising results. Use of the Malicious Support order, discussed last issue (I always like to reference my own writings--makes me feel important. Plus, I may be able to talk Doug into giving me a commission on back issues that he sells through my shameless pandering. Whaddaya think, Doug?) is one example. Grab critical positions on the board, and hang onto them if at all possible. Among these are Nth, Mid, Ion, Tyl, and Mun--all of these are chokepoints, and they also figure highly in the establishment of stalemate lines (ask Bernard Finel--he's got a list of several hundred of them. Get a life, Bernard ! <grin>). Convoys and the wide ocean spaces allow units to rapidly shift position, particularly in the Atlantic. Almost every possible position in Diplomacy has a weak flank: roll it up and the position falls (the exception, of course, are the stalemate lines).

UNITY OF COMMAND: This is especially applicable to alliances. If you're part of a coalition, and at various times you must be in order to win the game, you must coordinate your actions. It isn't enough to work with somebody, if you're not cooperating. Germany's pieces don't do you a lot of good in your attack on France if they're not supporting you, or if you are unable to support them for lack of communication, mutual hostility, or whatever. If you have ideas, try to submit them to your partner respectfully, asking for his opinion and suggestions, and encourage him to do the

same. Sometimes you have to swallow orders that you "would never have made" in order to keep a coalition together. Sometimes your allies are, simply, cretinous. Bummer. Do the best you can. Try to talk out options as much as possible, and never be afraid to play out potential moves and countermoves on the Dip board or reference map.

SECURITY: This principle refers to the need to prevent enemies or possible enemies from achieving an unexpected advantage. This includes both the need to guard against a stab and also the need to maintain initiative when engaged in a war. It also means not giving away your secrets and plans unnecessarily. Security, at times, appears incompatible with Economy of Force: should Austria guard against Italy the first turn, or fling all its units to the east for the successful attack on Gre? At times like that, you just have to make a choice, live with it, and do the best you can. Perfect security isn't possible in this game, or at least not until you're extremely close to a win. Good Diplomacy may achieve a level of security that no combination of units can get you.

SURPRISE: The purpose of surprise is to strike the enemy at a time or place or in a manner for which they are simply unprepared. Stabbing is one way. Another uses maneuver to attack where the enemy doesn't anticipate it: convoys can be particularly devastating in this respect.

SIMPLICITY: K.I.S.S. (Keep It Simple Stupid). Relatively simple plans are usually the best. Don't get too caught up in how to take that vital thirteenth center in the fifth year, when it's only Spring 1902. Things change, and so must your plans. Simple plans are a hell of a lot easier to change, and to explain to allies.

So how does this apply to the new gamer? I'll use England as a test case, because its position is relatively secure and its options, compared to other states, relatively limited.

As England before Spring 1901, you decide on your objectives. "Hmm...let's see: first I'll take France with German help, and then assist the Germans against Russia while I weasel my way into the Med. I'll then have pieces from Stp (nc) to Tyn, which leaves Germany effectively at my mercy. I'll concentrate most of my forces on whoever is dominant in the eastern Med region, and leave my garrisons and one big build as the "stab force" against Germany which will eventually buy me my 18." Note that this plan is Simple, combines immediate (Tactical) and broad (strategic) Objectives, and it might even work. By gaining a German ally, you practice Economy of Force (don't need to guard against two potential enemies) and Mass (you can throw all your forces at France). You can keep Security by negotiating simultaneously with France, either bargaining for a neutral Eng or promising an alliance against Germany. Your attack should then benefit from Surprise, provided your German ally doesn't leak it. Of course, you could suffer the nasty little surprise of a Franco-German alliance against you, but at least you'll be blocking France from the Channel and buying yourself time to rethink your objectives and strategy.

The best negotiating position is to present Germany with a concrete Tactical Objective (in the fall, I'll support you to Bel, and then next spring we'll hammer into France). This plan should, ideally, look more than a turn or two ahead (Operational Objective): telling Germany, for instance, that you'll divide up the French realm by giving him Bel, Par, and Mar (if he wants it), while you get Bre, Por, and Spa, for instance. Don't be too worried about promising away centers you don't own yet--you can always renegotiate, so be generous. You may wish to keep operational objectives flexible: for instance, plan on either convoying to Picardy in 1902 OR taking Mid, depending on France's builds. Also, stress that the alliance will continue after the vile Napoleon has been drowned in a butt of Malmsey: promise him support against the (inevitable) Russian attack, or offer to support him into Russian territories as part of the alliance.

In Spring 1901, Mass your forces (F Lon-Eng, F Edi-Nth, A Lpl-Yor or Wal). Don't waste moves, or order pieces to hold if they can position themselves more effectively or be useful (Economy of Force). Don't get TOO carried away by Economy of Force: garrisons are a good idea, at least some of the time. For instance, leaving one piece to defend against Russian perfidy in Scandinavia isn't a bad idea (particularly a garrison in Nwy), but a S1902 move of newly created F Lon and F Edi to Nth and Nwg respectively isn't doing a lot for the war effort against France. Unless Russia has demonstrated bad faith, reeks of untrustworthiness, or has built lots of pieces in the North, you may well be wasting pieces and needlessly annoying Russia. Heck, if you're allied with Germany you should be able to arrange a bounce around Nwy or Swe.. This exhibits both Economy of Force, and Unity of Command: together you each leave a one-piece garrison which temporarily forestalls all Russian moves in Scandinavia and frees your pieces up for an overwhelming joint operation on France.

As the attack on France proceeds, think about what to do next (Operational and Strategic Objectives): foresight will avoid the problems of losing initiative (see Offensive). As France collapses, some of your units will be freed for use elsewhere. Cooperate with Germany against Italy or Russia: although your forces are divided against multiple opponents, Unity of Command will make your combined forces more effective, and with France collapsing (say, around 1903) you can probably afford to open a second front (if one hasn't been opened for you!).

Alternatively, you can stab Germany, using most of your forces and leaving France to remain a pitiful husk, never to recover and possibly only fit to act as your puppet (BWAHAHAHA!). This wasn't part of your original strategy, but it might be attractive depending on the circumstances.

The Eastern powers, whoever they may be, will be very interested in what England wants to do after France is squashed (so will Italy, if it still exists). An apparent southern strategy can be rapidly shifted north (Maneuver) to

achieve Surprise. Assume you have F Spa (sc), F Por, A Bur, F Eng, F Nth, A Nwy, F Bre. Russia may feel secure until you move F Nth-Nwg, F Mid-Nat, F Por-Mid, A Bur-Gas, A Nwy-Fin, F Bre-Eng, F Eng-Nth and threaten a major assault on the north including two armies (F Mid, F Nat, F Nwg C A Gas-Nwy; F Nth S A Gas-Nwy). Combined with German movement of armies to the east or a fleet into the Baltic, even a strong Russia might get worried. This move may be much better in the long-term for an Anglo-German alliance if, for instance, a Russo-Turkish juggernaut is in the process of picking the bones of Austria-Italy: England "proves" (temporarily, at least) that it is no threat to Italy, and may even gain reluctant Italian acceptance of British fleets in Wes for "joint defensive efforts", while simultaneously putting a lot of pressure on the Tsar. If you can prop up a weak but friendly state that is at war with your enemy, why not do it (Economy of Force), while you Mass on another front for a crippling blow to your

mutual enemy? Never underestimate the utility of a well-played buffer state ally: by keeping it alive you deprive your enemy of initiative, and may ultimately take the Offensive against him while he is engaged on more than one front (the reverse of Economy of Force).

But enough of this. The idea, I hope, is clear. A simple plan of one paragraph provides the strategic focus for both diplomatic approaches and a series of campaigns aimed at eliminating enemies, depriving them of the initiative, and positioning your forces for ultimate victory. Doesn't that sound simple? Best of luck.

(Criticism? Comments? Pithy personal observations? "Real-life" Dip experiences? Feel free to contact me through Doug, or at 73503.1662@compuserve.com)

Tim Hoyt is now a prolific Dip World contributor.

Sun Tzu and The Art of War

by Tim Hoyt

"War is a vital matter of state. It is the field on which life or death is determined and the road that leads to either survival or ruin, and must be examined with the greatest care." (Chapter 1).

The Art of War represents the earliest existing codification of military and political strategy, and is probably the most widely-read work on strategy in history. (It helps, of course, that the book comes from China, which is undoubtedly the most widely-populated country in history, and which has a long literary tradition.) Sun Tzu's book is widely studied by the business and military communities today. At least seven different translations appeared in the last two decades alone, including an "official" copy of the version used by the People's Liberation Army complete with Marxist dialectic and critique (I know this because I have them on my desk. Isn't it great, being weird and obsessive?)

Historical information regarding Sun Tzu is spotty, and complicated by the existence of a separate text by Sun Pin (apparently a descendant) which is also titled The Art of War (to be examined, perhaps, in a later article). The oldest Chinese historical records indicate the Sun Tzu lived at the end of the so-called Spring and Autumn Period (703-481 B.C.). During this period, the ruling Chou Dynasty gradually collapsed, and power drifted into the hands of increasingly independent provincial nobles. As these nobles contested for power and influence, China became divided into approximately a half-dozen to a dozen sizeable "kingdoms". The Period of the Warring States (403-221 B.C.) marked the struggles of the largest of these kingdoms to destroy their enemies and unify China. This period represents the closest parallel in the Asian world to the kinds of "balance of power" politics that dominated Europe from the 18th-20th centuries, and which form the basis of Diplomacy and, coincidentally, much of modern international relations theory.

Sun Tzu was a contemporary of Confucius (who lived from 551-479 B.C.). The tone of the text, which may easily be read as an exercise in Taoist philosophy, is profoundly influenced by both the increasing violence of the end of the Spring and Autumn period and by changes in the prevailing military technology. Warfare was changing from an aristocratic monopoly to a profession, and the "butcher's bills" in battle were increasing from the hundreds to the hundreds of thousands. The perfection of an "art of strategy" which would minimize the disruption and social cost of increasingly terrible and bloody wars was clearly desirable. The Art of War consistently indicates a marked dislike for warfare. The height of strategy is not to subdue the enemy in battle, but to subdue him without fighting at all. Sun Tzu, unlike many Western analysts, focuses on the period before the war begins as a principle realm for strategy. This pre-war period requires deft manipulation of friends and enemies during the mobilization of military forces, stockpiling of logistic requirements for the initial campaigns, and other preparations for war. Sun Tzu, therefore, pays particular attention to deceit and diplomacy: two topics that should be close to the heart of any serious Diplomacy player.

"...the best military policy is to attack strategies; the next to attack alliances; the next to attack soldiers..."(Chapter 3)

There's a reason that Diplomacy recommends an extra-long period of diplomacy before the first turn. This is the period when most, if not all, players formulate their basic strategies for the game. These strategies may or may not be formulated in cooperation with allies, but in any event they require outside assistance to have any chance of succeeding. Attacking enemy strategies still requires a strategy of your own: who is likely to be your enemy? Who do you want as an ally? How can you get them on your side? A simple method is to attack a fellow-neighbor's strategy. You don't even have to tell the

truth, as long as you're persuasive. "Doug? Doug Kent? He ALWAYS attacks France when he plays Britain. He's been after me as an ally from the word go, but I just don't trust him. Germany and France are natural allies..." Denying an opponent allies at the beginning of the game is the best way of putting him in a position where you can destroy him.

"A government should not mobilize its army out of anger...Act when it is beneficial; desist when it is not. Anger can revert to joy, wrath can revert to delight, but a nation destroyed cannot be restored to its existence, and the dead cannot be brought back to life." (Chapter Twelve)

"The individualist without strategy who takes opponents lightly will inevitably become the captive of others." (Chapter Nine)

This is the essence of competitive Diplomacy play. ALWAYS have a strategy. While no strategy is perfect, in the absence of one you are simply floundering around the board waiting for someone to get organized enough to attack you and take you over. Recognize that no strategy is perfect: there are simply too many variables, many of which reside in the individual psyches of your fellow-players, to plan for everything. Remember to be flexible, too: plans change, allies stab or are stabbed, former enemies may become fast friends or useful tools. And remember that your enemies have strategies, too.

"In ancient times, skillful warriors made themselves invincible, and then watched for vulnerability in their opponent. Invincibility is in oneself; vulnerability is in the opponent. Therefore skillful warriors are able to make themselves invincible, but they cannot cause vulnerability in an opponent." (Chapter Four)

The ugly truth is that you can't force someone to be vulnerable. You can, however, sometimes persuade them to weaken themselves. If you can't get them to weaken themselves, and you decide to attack them anyway, be prepared for a long war (see below).

"Warfare is the art of deceit. Therefore, when able, seem to be unable; when ready, seem unready; when near-by, seem far away; and when far-away, seem near. If the enemy seeks some advantage, entice him with it...Attack where he is not prepared: go by way of places where it would never occur to him you would go." (Chapter 1)

Like it or not, treachery and deceit dominate the game of Diplomacy. Players spend most of their time figuring out when and who to trust. Deceiving your opponent is particularly critical just before the stab. Always have an excuse ready, and try not to make the pre-stab move too obvious. Think a turn or two ahead, and come up with clever and nasty combinations. Naturally, you don't have to worry about this if you have lots of pieces and no enemies. But for those of us not graced with those conditions, deceit is a wonderful way to assist our neighbors in becoming vulnerable.

Deceit is not lying: it is more sleight of hand, or, if you prefer, the small con. An example is the Italian opening move of A

Ven-Tri. This *could* be a full-fledged stab of Austria. It also can be combined with a Lepanto to get an extra army into the Balkans against a possible R-T combination. The only way to know for sure is to wait until the fall move. Even an Austrian attack on Tri (A Vie S F Alb-Tri, or some variation) is no guarantee that there isn't an Austro-Italian alliance: perhaps Italy then retreats to Bud or Ser, where it can still be useful against the Eastern powers. A skillful Italian player can keep this up for a couple of turns. Mind you, if he's *not* allied with Austria, this deception won't do him much good! But if he is and wants to keep it secret, this deceit may forestall an R-T, or at least keep it off balance for a couple of turns early in the game.

"Forces are to be structured strategically, based on what is advantageous." (Chapter One)

The meaning of this should be obvious. In Diplomacy, there are only two kinds of pieces: armies and fleets. Each state has only limited resources. Forces must be built to achieve your objectives (which may require complementing your allies' forces) or to defend your possessions against enemy attacks. What's the threat? What's the objective? These are questions which should, but often do not, determine builds. Under what circumstances does Austria need to build a second fleet, especially early in the game. Should Italy build A Rom or F Nap in 1901? When should England build the second army? Should France build F Bre in W1901? (The answers to these and other troubling questions, naturally, can be found by a new publication by Doug Kent entitled "Diplomacy: The Truth", available for a nominal fee of \$99.95 from Illuminated Publications, Munich, Bavaria, Germany, c/o Adam Weissaupt and friends).

Because builds indicate so much about a state's intentions, they can also be used for deceit. A French W1901 build of F Mar and F Bre could mean an attack on England or Italy. A German build of F Kie can be used against the Brits or the Tsar. Russia's first builds can be especially enigmatic, if the Tsar avoids the temptation to build F Sev and F Stp (nc). Build A War and A Mos. Then look at your options. North? Mos-Stp, War-Lvn/Pru. South? Mos-Ukr/Sev, War-Gal/Sil. Steamroll Germany? War-Sil, Mos-Lvn.

"In joining battle, seek the quick victory...in war, I have heard of foolish haste, but I have yet to see a case of cleverly dragging on the hostilities. There has never been a state that has benefitted from an extended war." (Chapter 2)

Gee, doesn't this seem obvious? In fact, academics have "proven", either through ponderous statistical research or through more readable history-based analyses (I strongly recommend Geoffrey Blainey's Causes of War) that wars almost always start when one, or both, sides think they can win quickly. The problem, natch, is that most wars take a long time, both in the real world and in Dip, unless you have some way to make the enemy collapse.

In Diplomacy, there are two ways to do this. 1) Have vastly superior resources and position. 2) Stab the poor bastard when

he's most vulnerable. Number one can either be done as a coalition (how long does France last against an E-G-1?) or later in the game, when you have become a monster. Sometimes, later in the game, it is done to you, by someone else who's a monster. Bummer.

Stabbing has its ups and downs. That first-turn Italian stab of Austria, for instance, really looks great: it doubles the potential build for Italy, which gives so many more options for later turns because of the extra units. On the other hand, Austria may have a very hard time forgiving and forgetting: in fact, the stab may drag Italy into a long war with Austria which is both unproductive after the first turn and which allows Russia and Turkey to solve the Balkan dilemma on their own, almost invariably to the detriment of Italy. Stabbing for one center, without a plan or allies to follow up, is a good way (not necessarily the best way, but close!) to get yourself in the kind of long war that Sun Tzu abhorred.

Some long wars, however, aren't such bad things. I was recently involved in a Youngstown variant where France (Kevin Jaekley) put a truly elegant stab on Italy. He didn't gain much initially, but gradually enveloped the Italian position and drove the Italians out of the Mediterranean and the African coast. It took a couple of years and some very careful and well-planned moves before Italian centers started falling, but by stabbing when he did France completely halted Italian expansion (they both had about a dozen pieces at the time) and forced him entirely on the defensive.

As the victim of a stab, you must make a choice. Do you sue for peace quickly, and hope the stabber keeps the deal, or do you try to draw out the conflict, gain other allies, or hope that the stabber's allies eventually desert him? A long war may be better for you, and worse for your attackers, than an immediate peace. On the other hand, a quick peace may allow you to minimize your losses and stay in the game as something other than a minor power or puppet.

Last but not least, Sun Tzu devotes an entire chapter (Chapter Ten) to the "nine types of ground". Much of this discussion is tactical, but some of it is still relevant for Diplomacy players. The board is a constricted space, and therefore the occupation of certain provinces can be extremely significant. Some of the most important and influential spaces on the board are not supply centers, but provinces or sea zones which allow you to threaten multiple attacks.

"Land that would be advantageous to you if you got it and to opponents if they got it is called contested ground".

Contested ground is, generally, the ground which powers try to negotiate neutrality pacts over in the first few turns of the game. It's great to have if you're there, but it usually means war once you've taken it. Burgundy is a good example. So is Armenia, or the English Channel.

"Land that is surrounded on three sides by competitors and would give the first to get it access to all...is called intersecting ground."

Early in the game, Tyrolia is intersecting ground, as is Belgium. As the game progresses, other provinces and sea areas become critical: Galicia is almost always intersecting ground during Balkan conflict, for instance. Sweden is usually intersecting ground in 1902, and Skagerrak is frequently intersecting ground that holds the key to Scandinavia. Taking intersecting ground without the support or permission of at least one of the other neighbors is likely to lead to conflict. On the other hand, if someone else gets there first, they pose a substantial threat to your position.

"When you will survive if you fight quickly and perish if you do not, this is called dying ground."

A pleasant thought, that. For Italy, the Ionian Sea is almost always dying ground: if you lose it to an opponent, your chances of winning plummet, and survival doesn't look good. The same is true for England and Nth, for France and Mid (and, often forgotten, Gas); Germany and Sil, Turkey and Arm, and Russia and Ukr (to name just a few).

So there in a nutshell, you have all the secrets <grin>. Naturally, there are no guarantees, but if you have a strategy, pursue it through alliances and deception, break the alliances or your enemies, build appropriately, and are aware of the critical provinces for you to break stalemate lines and defend your home centers, you've got a pretty good start on the parts of the game that you can control. Best of luck!

(Comments? Criticisms? Observations? Pithy personal notes or examples from experience? Feel free to contact me via Doug or at 73503.1662 @ compuserve.com).

Tim Hoyt is a regular terror in the Dip forum on Compuserve, and he's not stupid either!

CDD Lab Notes

by Tom Pasko

Disease: Colonial Diplomatic Developmentitis.

TestSubject: Name withheld. Shall be referred to as TestCase #2.

There have been many symptoms stemming from this new and unknown disease. One of the most prolific is the Railroad Blues, or what we call, "I'm here, He's there, How did he go over there?". This Testcase shows this symptom and it is in

an advanced stage.

The Trans-Siberian Railroad, [TSR], adds new dimensions to playing Russia in a Diplomacy game. The TSR stretches through 6 provinces, from Moscow to Perm to Omsk to Krasnoyarsk to Irkutsk to Vladivostok. The Russian player can move one army unit along the TSR per turn. The following rule section has been reprinted from the published

rulebook.

9.2 *The Trans-Siberian Railroad (TSR) runs from Moscow to Vladivostok and allows for rapid mobilization of Russian army units across the vast Russian continent (i.e., it allows army units to move more than one province in a turn). The following rules govern its use.*

9.21 *This is an additional order which may be used by the Russian player and is designated "TSR" on the order sheet. This designation is placed between the names of the starting and finishing provinces. Thus an army in Moscow intending to move to Irkutsk would have orders "A MOS-TSR-IRK".*

9.22 *Only one unit may use the TSR per turn.*

9.23 *A unit using the TSR may only be transported to an unoccupied province. It may not perform any other function that turn (i.e., it may not attack an occupied province or give support to any other province). For example, an army in Moscow wishing to support a unit in Vladivostok or attack an enemy unit there, would have to move to Irkutsk on one move and then support or attack Vladivostok next move.*

9.24 *A unit may travel as far as it is allowed to go along the TSR according to the normal rules of conflict.*

9.241 *Thus if any other major power has a military unit in a province along the line of the TSR a Russian unit would have to stop in the nearest empty province along the line of the railroad before the enemy-occupied province. For example, with a Chinese army in Krasnoyarsk, a Russian army starting in Moscow could travel only as far as Omsk.*

9.242 *However, if two equal forces attack a province on the TSR resulting in a standoff, the TSR order is not disrupted and the Russian order would go ahead. (The same situation as having to dislodge a fleet in order to stop a convoy order.)*

9.25 *If a foreign power attacks a province on the TSR, to which or through which a Russian unit had been ordered to move, this would result in a standoff and neither unit would enter that province (unless the attacking unit had support). The Russian unit would stop in the nearest empty province along the line of the railroad. Example - RUSSIAN: A MOS-TSR-VLA, CHINA: A MON-KRA.*

This constitutes an equally well supported attack into Krasnoyarsk and the Chinese piece would stay in Mongolia and the Russian army would end its turn in Omsk. If there was another unit in Omsk the unit would have to remain in Perm.

9.26 *A unit using the TSR may receive support to enter an empty province along the line of the TSR, to stop a standoff as occurred in the above example. Example - CHINA: A MAC-IRK, RUSSIAN: A MOS-TSR-IRK, A VLA S A MOS-IRK. The Russian army in Moscow moves to Irkutsk.*

9.27 *The presence of a Russian army unit on the line of the*

TSR does not block its path. A unit using the TSR may pass through a province occupied by a Russian unit as long as it doesn't end its movement in that province.

These rules are very well written, but a few situations might need some clarification for some of us. I consulted Dr. Peter Hawes, the creator of the CDD virus. Working in conjunction with his research lab, we have come up with the following added information:

Clarification Information

1 If a foreign power is in control of OMSK, a Russian unit must stop in OMSK.

Clarification Examples:

1 If a foreign power has a unit in a province on the TSR, but it is moved during the movement phase the Russian unit may pass through that territory. CHINA: A KRA-MON, RUSSIAN: A VLA-TSR-MOS. Russian unit gets to Moscow.

2 If a foreign power has a unit in a province on the TSR, but it is moved along the TSR the Russian unit will bump with the foreign power's unit and normal TSR retreat policy will be used. CHINA: A KRA-OMSK, RUSSIAN: A VLA-TSR-MOS. The Russian unit bumps with the Chinese unit in OMSK, the Chinese unit returns back to KRA and the Russian unit returns to IRK.

The OMSK clarification adds another dimension to the use of the TSR. Omsk is the only supply center province not on an end of the TSR. If Omsk is in foreign control but, has no enemy unit in it the Russian unit would have to stop on that province. Of course, the Russian player would not control OMSK until he held it during an adjustment year turn.

The TSR order clarifications show how the movement orders should be written and read to use the TSR in certain situations. The most confusing is when a foreign power is in control of a TSR province and it moves into another province along the TSR. The clarification uses the information in the rulebook and just applies it to the situation.

After much explaining, these symptoms of chaos and confusion were alleviated. This symptom is apparent in all players, but it is dangerously catastrophic to any Russian player who catches it. We hope that this knowledge can help any such person and alleviate the pain and/or discomfort found when contracting CDD.

These notes are from current studies being conducted at the Institute for Higher Diplomatic Involvement. All actual names will be changed and any names used in these notes are not names of actual people. Any similarity is by coincidence and should not be considered slanderous or libel. For more information on CDD, please contact a Doctor at the CDD-Medical Journal.

Tom Pasko publishes CDD Medical Journal, a zine focusing on Colonial Dip.

A Diplomacy Variant by John Norris

The board for the SUVOROV variant is the attractive. map opposite, drawn by Wallace Nicoll. You can see that it has 50% more provinces and sea areas than the board for standard Diplomacy, but only one more supply center. This increases the ratio the of spaces to units, and thereby offers many more options for manoeuvre. The aim is to encourage a fluid, active game rather than the tedious slogging we often see in the constricted areas of the standard board.

This variant will be more fluid tactically, and more flexible

I mentioned that the variant has a couple of minor additions to the basic rules. These provide for the "build center" in Archangel, and the use of "Moses crossings" in various places; There is also a rule "tidying up" after the map changes

1. Archangel is a build center If Archangel is vacant, and Russia holds St. Petersburg, he may build in. Archangel. Archangel is not a supply center.

3. Changes in the map affect the home centers and initial units in some cases. Austria has Zara instead of Trieste and starts with F(Zar). Italy has Milan instead of Venice, and starts with A(Mil). Russia starts with F(SiP), since that province now has a single coast. Turkey has Sinope instead of Ankara, and starts with F(Sin).



Demonstration "Railway Rivals" Game (1064CT)

Results for Rounds 2 and 3

October 14, 1995

If you're just joining us, a word of explanation. This feature is meant to explain the game "Railway Rivals" to those who have never played. Follow the results and commentary, and you may decide to sign up for a game yourself. We "Rivals" fans would love to have you! If you have any questions, please send them to me (Eric Brosius, 41 Hayward St., Milford MA 01757.) "Railway Rivals" is invented and marketed by David Watts ("Rostherne", 102 Priory Rd., Milford Haven, Dyfed UK SA73 2ED,) and is played in many zines.

Comments before Round 2. These comments are based on the game board as it appeared after Round 1 (see *Diplomacy World* 75.) The die rolls for Round 2 were 6-2-3. As you'll see from the comments, a lot of guessing went on; this is what makes the game so much fun.

Steve Courtemanche. ARNE and WLLS have opted for the middle road while COX and DULL took the low and high road respectively. ARNE and WLLS will have to come to some sort of understanding or they'll cut each other's throats. It will not only cost them city income, but also joint run income as they cover the same route. Typically, front-runners offer joint runs to whomever is further behind when given a choice.

COX will have a large lead from city income, and DULL will be next behind him.

Tony Robbins. Yes, very happy! [Happier still if all three had gone for the same gap. . .] ((I had asked in a headline whether everyone was happy.)) Lots of options now: Berkhamsted or Luton or Stevenage. But which one? Well, none of them actually. Seeing as Mike hasn't built directly west, now's the time to build a link which I had anticipated would be built later.

Based on the theory that Mike will have to press on. Otherwise one or both of the others will reach the Thame area before him. It doesn't matter if he does build to Slough before I do as I'll only pay one per half-hex; similarly, Jim and Conrad are probably committed to building in parallel (though looking more closely at their position, what about I18-Maidenhead as an alternative?) It should be an interesting round.

Mike Morris. Fortunately no one built due west last turn, so I have first shot at both the southwest pass through the Chilterns and the due west line across the Thames. Building to Beaconsfield and across the Thames to Maidenhead is tempting this turn. However, since two lines have built in tandem outside of Amersham, I expect they will both build through the northeast pass to Aylesbury (neither will want to risk having the other get through first.) That will give me competition for Thame and the southern route from Thame to Oxford, but should leave the Thames crossing uncontested, so I will build through the Chilterns this turn and hope to cross the Thames unrivaled next turn.

The red line could possibly start a new track going west, but that is quite unlikely. I expect he will build through Luton and Dunstable to Linslade. If red can continue to exploit the north unchallenged, he will have a good shot at winning the game. Hopefully blue and/or green will look north. And of course there is still a lot of time left, and I have other plans to develop!

James Goode. I don't like this start. Mike is headed alone into what I view as the best pass through the hills. Tony is alone in the north, and Conrad and I are both headed toward the Amersham pass. Therefore, Conrad and I have unfavorable starts. I wonder if Tony and Conrad were thinking the same as me—"Everyone else will go that way, so I'll go this way." Well, I want to hedge a bit here. So, I'm abandoning Amersham, building into the Berkhamsted pass, and starting a spur toward Reading.

Conrad von Metzke. Oh, well. Tony wins! ((You *may* be right, but perhaps you're being a *bit* hasty?))

Eric Brosius (GM). As you read the Round 2 report on the next page, follow along on the map. I'll comment briefly on the strategy and explain a few features of the scoring.

First, look at Tony's move into the southwest. Mike realized Tony might do this, but thought it unlikely. It's clear that Tony crossed him up, but it isn't clear whether the build into the southwest was better for DULL than the northern build Mike expected. Time may tell. DULL's build (Watford)-C19 involved a junction with ARNE in H21 and another with COX in E20. DULL arrived last, so he paid a junction fee of 1 in each hex. Tony realized that Mike might build to Slough ahead of him. If he had, DULL would have owed COX not only for junctions, but for parallels too, since both would surely have built (C19)-Slough. However, because both builds would have taken place during the same round, the cost for parallels would have been reduced from 2 per half-hex to 1 per half-hex, and Tony was willing to risk this amount.

WLLS paid 2 to COX for his build (I18)-G17-Beaconsfield. There was a payment of 1 for the junction in G17 and another payment of 1 for a single half-hex between G17 and Beaconsfield (there are generally no payments within towns, so the second half-hex into Beaconsfield involved no payment.)

Lots of out-thinking going on—did anyone out-think himself?**Red—Dunstable, Umpoloz & Luton Lines (DULL)****Tony Robbins—Lincoln House, Creaton Rd., Hollowell, Northants, UK NN6 8RP** tony.robbs@brookes.ac.uk

2a: (Watford)—C19.

2b: (C19)—*Slough*.

2c: (L23)—M24—*Hatfield* (St. Albans)—N22.

[1—ARNE | H21, 1—COX | E20]

Orange—Chilterns Overland Express (COX)**Mike Morris—23693 Glenbrook Lane, Hayward CA 94541** 71340.370@compuserve.com

2a: (G17)—*Beaconsfield*—G15—H14—*High Wycombe*—H12—H12.

2b: (H12)—J11—K12.

2c: (K12)—*Princes Risborough*—L9.

Lime Green—Will Lloyds of London Survive? (WLLS)**James Goode—211 Maplemere, Clarksville TN 37040** goodej@lynx.apsu.edu

2a: (Watford)—M20—*Berkhamsted*.

2b: (H18)—G17.

2c: (G17)—Beaconsfield—E15.

[1—COX | G17]

[1—COX | G17—Beaconsfield]

Blue—[tune to "Hail Britannia"] (ARNE) Conrad von Metzke—4374 Donald Ave., San Diego CA 92117

2a: (H18)—*Amersham*—H16—M14.

2b: (M14)—*Aylesbury*.

2c: (N13)—N10.

Financials.	Line	Start	Cities	Payments	Finish
	COX	20	+18	—, +3	41
	DULL	29	+12	—2, +	39
	ARNE	26	+12	—, +1	39
	WLLS	23	+6	—2, +	27

Round 3 Dice: 2-5-5**Target Date: August 26, 1995****Comments before Round 3.** Here's what the participants had to say after seeing the results for Round 2:

Steve Courtemanche. DULL and WLLS have made effective raids on the south part of the board. It should effectively even the city counts for all four lines, but at a cost. COX and ARNE will have better trunk lines for the races if they run from London to the northwest, and that is where most of the races occur.

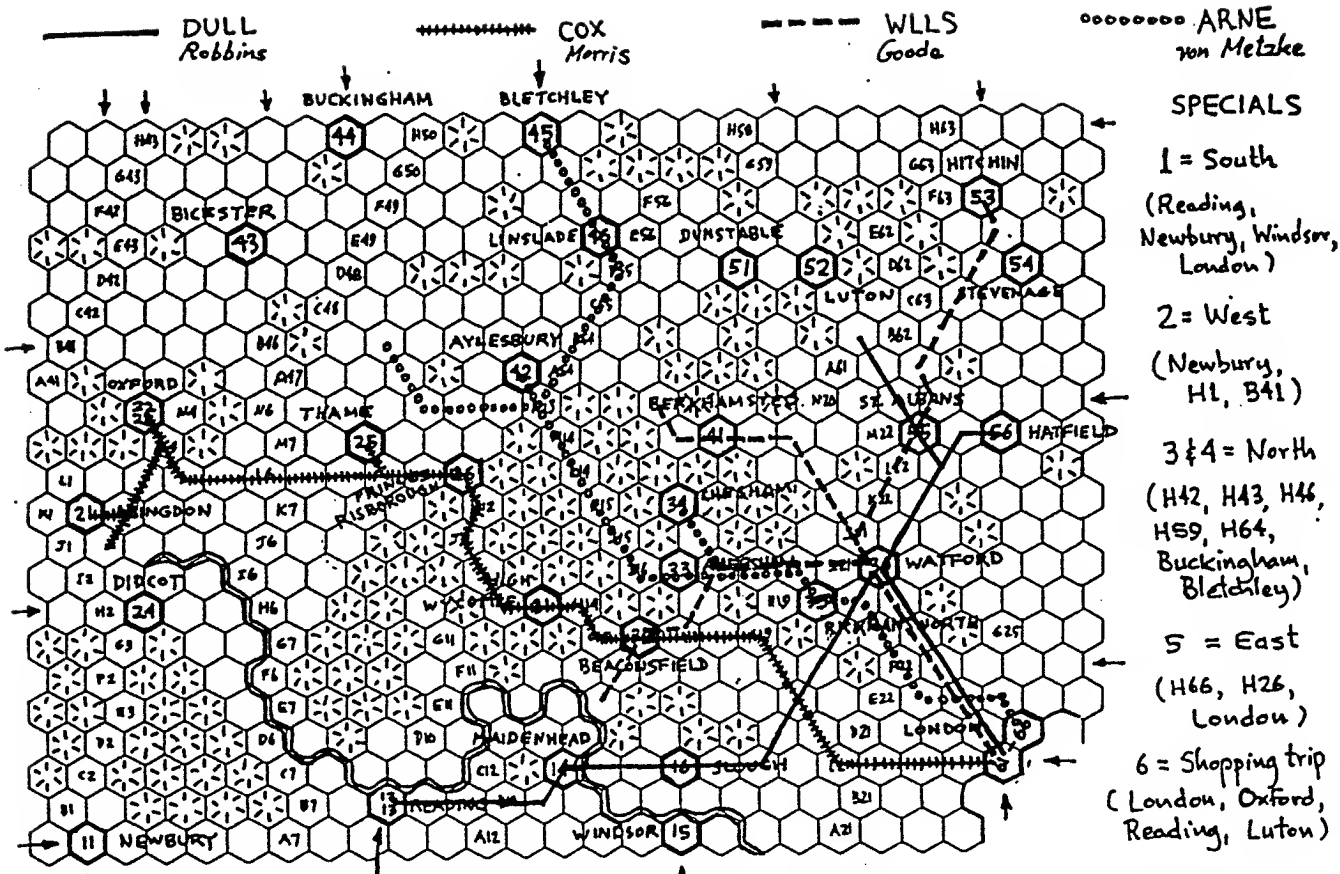
Tony Robbins. Easy decision this time—I must build to Reading before Jim (who will probably do something else anyway...)

Mike Morris. My rivals surprised me last turn! I didn't expect two of the lines to build southwest. I had hoped to exploit the central southwest to northeast corridor myself. This may still be possible, of course, but even if it is, the competition will be strong.

ARNE did build as I had expected, so I have two options this turn. I can build on my strength and press forward to Oxford, or I can race DULL and WLLS to Reading. Since the first die roll is 2, no one can cross the Thames on the first build segment, while I could build to a position that would enable me to reach Reading at least at the same time as WLLS, if not sooner. On the other hand, I can get to Oxford first for sure if I build straight there, and I can secure the fastest route from London to Oxford as well. Since it appears that I will have more competition with a line from Reading to the northeast than I will from Oxford to London, and since there is still room to build a line along the southern edge of the map to Windsor/Reading, I will go for Oxford and hope I have a chance to develop the line to Reading later.

James Goode. I still don't like the way this game is progressing. DULL has headed southwest just as I have. With different dice, it would be no problem because I'm 4 away from Maidenhead and he's 5 away. But I can't bridge the river with that die roll of '2', and he can build on toward Maidenhead—putting him 1 hex closer than me before the second die roll. So, again, I'm changing plans. He's building southwest; I'll build northeast. If I guess right, I'll steal the northeast while he steals the southwest. If I guess wrong, I may pay some big charges for parallel building this turn.

Eric Brosius (GM). Note that there was a 4 in 5 chance that the die roll would have been at least a '3', allowing James to make it to Maidenhead first. Unfortunately for him, the 1 in 5 chance of a '2' turned up, giving Tony the edge (note that I do not usually allow rolls of '1'.)



3rd edition 21 May 95 redrawn by E. Brosius. Original c. 1980 by Ian Spittles.
 Railway Rivals by D.G. Watts, "Rostherne", 102 Priory Rd., Milford Haven, Dyfed UK SA73 2ED

Round 3

September 5, 1995

Red—Dunstable, Umpolzi & Luton Lines (DULL)

Tony Robbins—Lincoln House, Creaton Rd., Hollowell, Northants, UK NN6 8RP tony.robbs@brookes.ac.uk

3a: (Slough)—C15.

3b: (C15)—*Maidenhead*—B13—B12.

3c: (B12)—*Reading*—(N22)—B61.

Orange—Chilterns Overland Express (COX)

Mike Morris—23693 Glenbrook Lane, Hayward CA 94541 71340.370@compuserve.com

3a: (L9)—*Thame*—(L9)—L8.

3b: (L8)—L4—M4.

3c: (M4)—*Oxford*—(M4)—K3—*Abingdon*—(K3)—J2.

Lime Green—Will Lloyds of London Survive? (WLLS)

James Goode—211 Maplemere, Clarksville TN 37040 goodej@lynx.apsu.edu

3a: (J21)—L22.

3b: (L22)—St. Albans—N23—A63—C64.

3c: (C64)—E65—*Hitchin*—(Berkhamsted)—M17—N16.

Blue—[tune to "Hail Britannia"] (ARNE) Conrad von Metzke—4374 Donald Ave., San Diego CA 92117

3a: (I18)—*Chesham*.

3b: (N13)—D55—*Linslade*.

3c: (Linslade)—*Bletchley*—(N10)—B49.

Financials.	Line	Start	Cities	Payments	Finish
	COX	41	+18	-, +	59
	ARNE	39	+18	-, +	57
	DULL	39	+12	-, +	51
	WLLS	27	+6	-, +	33

Round 4 Dice: 3-2-6

Target Date: September 30, 1995

Scoring in Diplomacy Tournaments

by Fred Townsend

The Diplomacy tournament you drove all night to get to is just beginning. In the noisy hall, players are getting their game assignments, crowding in around the tables and anxiously waiting to begin play.

One of the players at your table puts seven armies from the seven Great Powers in the top of a Diplomacy box, raises it above your head and shakes the box top vigorously. You reach up over the edge of the box and pick one of the wooden blocks blindly, clenching it in your fist. You bring hand your hand to eye level and slowly peel back your fingers. The block is green! Italy! You're doomed.

And if its red, you probably don't feel so good either. Why? Because the game of Diplomacy is unbalanced. Years of play have demonstrated that Italy, on average, does less well then the other powers. There are rare geniuses like Kathy from New York, who can work miracles with those little green blocks. But there is no doubt that, other things being equal, Italy is the hardest power to win or draw with.

In tournament play, the rankings are usually France and England at the top with Turkey close behind, Germany and Russia in the middle, Austria next, and last and certainly least is Italy. Interestingly enough, the ranks shift in postal play. Depending on the rating system, France, England and Russia are usually on top, Germany and Turkey are in the middle, Austria is close, and Italy is nowhere.

Russia's greater success at postal play is because it is easier to maintain two alliances (which is essential for Russia) in postal play than it is in tournaments. And equally significant is that postal games are played to conclusion while most tournaments are time limited and provide for adjudication. Thus Russia cannot duplicate its record as the Power that wins the most at postal play because it cannot force the tournament game to conclusion. England and France usually don't win as much as Russia in postal play, but they do better sharing in draws and avoiding elimination.

Despite this glaring imbalance, every Tournament has rated an Italian win the same as an English win. And considering that most tournaments usually consist of three games, a player drawing green, red and white is at a grave disadvantage to a player who draws dark blue, light blue and yellow. A two game Tournament is even worse as the chances of unequal country assignments are even greater. A new tournament scoring system is needed.

A second issue arising from tournaments is whether points are only given for wins and draws or should center count play a part. One common system gives fractional scores for center count only as a tie breaker, while another common one gives everyone their center count and then awards 60 points to the winner or divides 60 points among those who draw.

Furthermore, where tournament games are limited by time, they frequently are not DIAS, but if the players can't agree, the rules provide for an adjudicated draw such as an alliance with more than 20 centers or a large alliance across the stalemate line or proof that a particular alliance could not be stopped. This always assumes

that the dominant alliance will stick together all the way to a draw, but as experience shows a lot can happen on the road to victory.

Therefore, center count should play some part as a reward to players who are cut out of the draw by the time limit and thus lose any chance of breaking the dominant alliance. But the maximum center count score should be limited to 18 to discourage a player with a lock on a win delaying the end of the game while he roots around for more centers or, by collusion with one of the other players, grabs five or six centers on the last move, both of which I have seen happen.

Now most scoring systems give the same total points for a win as a draw - for example, 60 points for a win, 30 points each for a two way draw, 20 points each for a three way draw and so forth. But the objective of Diplomacy is to win, and only secondarily to draw. Therefore the greatest bonus points should be given for winning and the total points should gradually scale down from there as the number in a draw increases. A scoring system should reward winning and shortening the draw.

So enough explanation already. Here's the recommended system. Every player receives his center count (but not more than 18) plus bonus points for a win or draw as follows:

Win = 100 points

2 Way draw = 48 points each, for a total of 96 points.

3 Way draw = 31 points each, for a total of 93 points.

4 Way draw = 22 points each, for a total of 88 points.

5 Way draw = 17 points each, for a total of 85 points.

6 Way draw = 13 points each, for a total of 78 points.

7 Way draw = 7 points for players who can't eliminate anybody.

Finally, these scores are adjusted for country played as follows:

Italy = + 2 points

Austria = + 1

Russia = 0

Germany = 0

Turkey = -1

England = - 2

France = - 2

Now many people probably won't think that this is a sufficient bonus for being green, but the 4 point swing from Italy to France and England should be significant in system where the average score will be around 17 points per player.

Here are some examples:

	Center Points	Bonus Points	Country Adjust.	Total
19 c. win by T	18	+ 100	- 1	= 117
10 c. 2-way I	10	+ 48	+ 2	= 56
7 c. E surv.	7	+ 0	- 2	= 5
F elimination	0	+ 0	- 2	= -2

So there you have it, and may the best power (and not just the best country) win.

Fred Townsend is currently acting as a Commentator in the DW Demo Game.

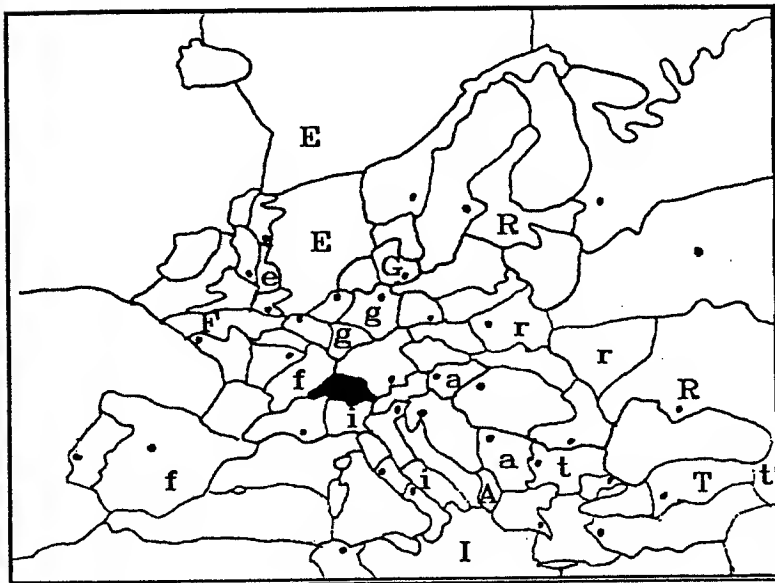
The Diplomacy World Demo Game

Flapjack - 1995HD

The Players: Austria - Dave Partridge
England - Mike Gonsalves
France - Tom Pasko
Germany - Stephen Koehler
Italy - James McQuinn
Russia - Jerry Ritcey
Turkey - Mark Fassio

The GM: Douglas Kent The Commentators: Brian Cannon
Jim Grose

Spring 1901 Results:



Austria: F Tri-Alb, A Vie-Gal, A Bud-Ser.

England: F Lon-Nth, F Edi-Nwg, A Lvp-Yor.

France: F Bre-Ech, A Par-Bur, A Mar-Spa.

Germany: A Mun-Ruh, A Ber-Kie, F Kie-Den.

Italy: F Nap-Ion, A Rom-Apu, A Ven-Pie.

Russia: A Mos-Ukr, A War-Gal, F Sev-Bla, F StP(sc)-Bot.

Turkey: F Ank-Bla, A Con-Bul, A Smy-Arm.

PRESS

Turkey - Neighbors: These moves allow me the chance to flit all around the Balkans and Black Sea, making *everyone*, not just one, nervous! And isn't that what it's all about?! :) Relax, good neighbors, I mean no one any harm -- not this early, anyway...

Vienna - Warsaw: I think you are a poor liar and we bounced in Galacia. If not, my apologies and please recall your ambassador, he needs a Dale Carnegie refresher course. (As do I probably *grin*.)

Sultan - Archduke: I hope there will be "peace in the valley" between us? Turkey wishes only the best for her westward-looking(?) neighbor!

Vienna - The World: Howdy All!

Sultan - Tsar: Don't read too much into these moves; these are my natural "hedgehog" openings. I was serious in my letters about joint discussions and estimate of future threats. Here's to friendship between us!

Faz - Jamie: Break out the jerk chicken, and best of luck to you!

Turkey - Germany: Thanks for the communication lines; I plan on using 'em in the future.

Turkey - E and F: To my two most distant friends I say "Good Hunting" and let the game begin!

Spring 1901 Commentary:

Brian Cannon - Welcome one and all to "FLAPJACK", the first Dip World Demo game under the illustrious editorship of the incomparable Douglas Kent <don't blush, Doug, DW really IS starting to look good>. Before beginning, I'd like to extend my

thanks to the Players (Dave, Mike, Tom, Stephen, James, Jerry, and Mark), to the other commentators (Jim, Stephen, and Larry <thanks Larry for getting Doug to take up the reigns of this here pub>) and to our editor, moderator, GM, and all around great guy, Doug for their willingness to invest their time and energy into the demonstration of (we hope & expect) superior Diplomatic play. Also, my best wishes for the players - so soon to be tearing each other into bloody shreds of raw, quivering flesh in their mad rush for dominance and power . . . good luck to you all <grin>!!

The English, Austrians, Russians, and Turks all made fairly standard (and much written about) openings. The English used the so-called "Churchill" opening (after Churchill's plan in WWII for occupying Norway); Austria went after his normal Balkan dots of Serbia/Greece (which he should get with no problem); Russia opened South with moves that could end up going after either Austria or Turkey or being used for the strongest defense against an A/T; Turkey opened anti Russian - but isn't really committed and could turn against Austria (or Italy) easily. The bounces in Black Sea & Galicia could even have been staged (press aside). We'll have to wait and see.

The Italian opening has some flavor of an attack on France while otherwise being a classic Lepanto (convoy army to Tunis, build Fleet Naples, move fleets to Ionian/Eastern Med, and convoy Tunis to Syria). However, if France's Fleet gets too occupied up North (and if he only gets one build and doesn't put a Fleet in Marseilles) Italy could build Fleet Naples (more versatile than Rome) and move Tun-Naf; Ion-Tun; Nap-Tys followed by Tys-Gly; Tun-WMed creating real problems for France if anyone else decides to attack him. If Austria & Russia join forces against Turkey, this sequence is a real possibility. In any event, it'll be interesting to see what plans James (Italy) has for that Piedmontian army - it may well become something of a Mercenary division (if he goes after a Lepanto invasion of Turkey) - free to sell its support to the highest bidder or to just sit at home guarding the women & children.

Germany could block Russia out of Sweden - whether he does will depend on where he sees the biggest threat. With the French double attack on Belgium and the threat to Munich my guess is Stephen (Germany) will want to retain the friendship of the Tsar (letting him into Swe) until he knows who in the West (if any) will ally with him. The double attack he has on Holland probably isn't necessary (unless E/F are in solid cahoots and England goes there) so he has the choice of covering Munich, or trusting that the Italian presence in Piedmont will preclude France going for Munich and going for a bounce in Belgium while walking into Holland for two builds. The unsupported moves to Bel/Hol seem good options - if France does go to Munich, he just gets kicked right back out - and may even lose Marseilles to Italy while doing it. There is even the potential of a F/G alliance forming that pulls the French Fleet into Belgium, builds Fleets in Brest/Kiel, and goes on to cream England - not my first expectation, but still possible.

The French moves raise the most questions. Was he just trying to bounce back Anglo/German moves to Eng/Bur? Was he hoping to sneak into London (unlikely, but a possibility)? Is Italy planning on a move to Marseilles or not? Should France gamble on keeping Mar open for a Fleet build vs. possibly losing it? or should he do a self bounce to protect Marseilles from a (possibly nonexistent) Italian attack and risk getting bounced out of Belgium and getting only one build anyway? Communications with the other players will answer that question (if it can be answered) for France. For us, well, France needs an ally out of either England or Germany, and England would seem the most likely (the least threatening, to France, opening). So I'd look for some form of Anglo/French cooperation on Belgium while France keeps Marseilles open for a possible build of some kind (if needed).

All-in-all, an interesting series of openings. It looks like we are in for an exciting and informative (and fascinating) game. So to all readers - sit back, relax, and enjoy the Spectacle!!

Jim Grose - Turkey claims his moves will make everyone nervous. That is the last thing he should be trying to do. Everyone should be trying to do. Everyone should make as many allies as possible to start, then stab them one at a time.

Italy and Austria-Hungary appear to be allies, so Italy may be setting up a "Lepanto". Turkey should ally with Austria-Hungary before Russia does.

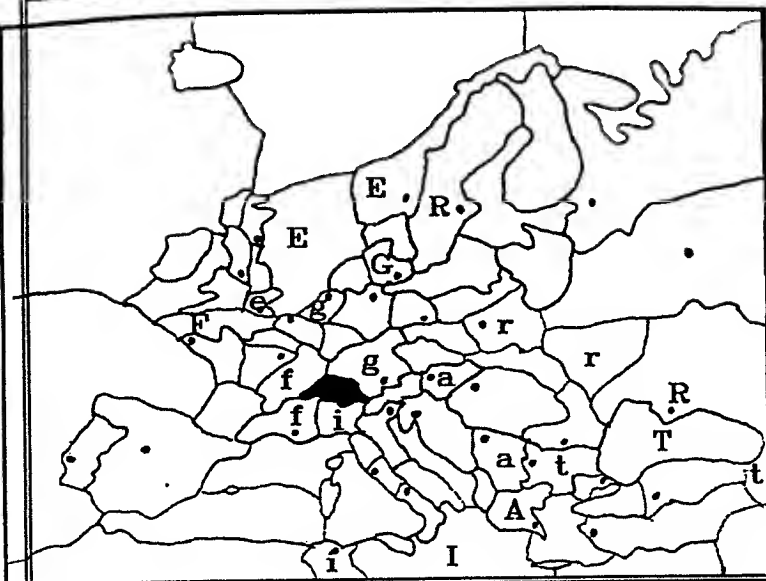
France may have triggered his own eventual downfall with his premature F Bre-Eng. Rather than convoy to Norway and attack StP with support, England may now move A Yor-Lon, F Nth-Nwy and F Nwg-NAt, building F Lvp next. Germany and Russia should encourage England to do so, while Russia tends to the south.

Fall 1901 Results:

Austria: F Alb-Gre, A Ser S F Alb-Gre, A Vie H.
 England: A Yor-Lon, F Nwg-Nwy, F Nth-Bel.
 France: A Spa-Mar, A Bur-Mar, F Ech-Bel.
 Germany: F Den H, A Kie-Hol, A Ruh-Mun.
 Italy: A Pie S F. A Spa-Mar, A Apu-Tun,
 F lon C A Apu-Tun.
 Russia: A Ukr-Rum, A War-Ukr, F Sev S A Ukr-Rum,
 F GoB-Swe.
 Turkey: F Ank-Bla, A Arm-Sev, A Bul-Rum.

Supply Center Chart

Austria	Bud, Tri, Vie, Ser, Gre=5	Build 2
England	Lon, Lvp, Edi, Nwy=4	Build 1
France	Bre, Par, Mar=3	Even
Germany	Kie, Ber, Mun, Hol, Den=5	Build 2
Italy	Ven, Nap, Rom, Tun=4	Build 1
Russia	War, Sev, Mos, StP, Swe=5	Build 1
Turkey	Con, Smy, Ank, Bul=4	Build 1
Neutral	Spa, Por, Rum, Bel	



Turkey - Russia: Jerry, I apologize for the hits. But it's only a week before due date, and still no word or reply to my letters. I have to assume the worst unless proven wrong. I REALLY prefer to work together, old chap, especially given the Western unrest seemingly occurring. Can we increase communications?

Russia - Austria: Hopefully you kept clear of Galacia and Rumania - if not the next ambassador I send you will have the plague. Or at least really awful plague.

Turkey - Austria: Congrats on your bloodless gains. I assume there will be continued war along your Galacian front, and salute your smooth diplomacy in having peace with Italy. Can you loan me Prince Metternich for a few sessions, to get my own diplomatic act in order?

Russia - Turkey: Hmmmmm...

Turkey - Italy: Cheeky opening move, Jamie. Once you settle into the new house, how's about dropping me a line? Much unrest on the board, you know...most unsettling!

Turkey - France: If no news is good news, then we're doing great! Good luck on your offensive; I assume you have a friend assisting you? This turn should be a guessing game with the Englishman.

Turkey - England: An unenviable position, Mike. Fellow Witch Turkey wishes you well, and if we could help, we would. Maybe that Pie guy could be rented out to you for a price...

Turkey - Germany: How's that new baby? Sleeping much at night? If you ever get insomnia, don't hesitate to write. Turkey's sort of like the Maytag Repairman commercial -- no one darkens our door (or mailbox) lately. (I know, "wah!").

Fall 1901 Commentary:

Brian Cannon - The Italians (Jamie) join the English (Mike) in duping the French something royal. Jamie's malicious support of the French move SPA to MAR not only left Marseilles occupied against a build - but actually left France with 0, count 'em ZERO builds in '01 - hardly a usual start for the Light Blue blocks. Personally I really like the Italian strategic position. Jamie can pretty much pick and choose where he goes next with relative impunity. The French weakness makes this possible. Jamie could attempt to capitalize on that weakness by pushing into the French underbelly (F/Nap-Tys-Gly & Ion-Tun-WMed setting up attacks on Mar & Spain in 1903. In this case he would be depending on the TAR battle in the east to tie up Turkey and Austria securing his Eastern flank. Or Jamie could take the opportunity (a secure Western flank) afforded by French weakness (and likely conflict with England) and go after Turkey.

Austria & Russia both stayed out of Galicia, even tho this meant Vienna holding and Russia accepting a weaker position vis-a-vis Rumania. Together than can cause Faz (Turkey) a world of hurt, and if Jamie (Italy) joins in, as seems a good bet, then the prospect for the Sultan will look mighty dim. For Italy in particular this looks like an exceptionally good deal. An E/G attack on France, if well defended against, could take several years to reach fruition giving Jamie ample time to secure control of the Med and help in the elimination of Turkey before turning West. It is even possible (with a Lepanto convoy of an Army into Anatolia) that he will be able to devote a fleet and army to propping up France as a counter to a possible Anglo/German invasion and so delay the fall of France to 1905 or later. That way he would have the option of forming an I/R to crush Austria before rolling Westward in a variation of the Juggernaut, or joining an I/A in which Austria pushes against Russia (with some Italian help in Anatolia) while Italy seeks to use the deteriorating French position to worm his way past Gibraltar into the MAO. Earlier I pointed out the apparent conflict between France & England in Belgium as suggesting an E/F war is likely. One thing one must never do in Diplomacy is to be too sure what another player is going to do. While an English build Fleet/Liverpool and subsequent E/G alliance attack on the weakened France seems likely, there is still the possibility that Mike (a rather canny and experienced player) will decide that a weaker than normal French ally is just the thing to help take out Germany since it would likely leave him (England) in total domination of the North, well protected from any possible French treachery down the line, and in a good position to stab France at some point.

Germany has been quietly consolidating his position without offending or threatening anyone - and without committing

himself in any direction. If France had gained even a single build (for another Fleet) a joint F/G attack on England would be a reasonable (perhaps 50/50) possibility. As it is, with France forced to hold one unit against Italy, the possibility of an Italian attack (due to French weakness), and the French vulnerability to an English fleet if he does anything but defend, an F/G alliance looks like a mistake for Germany. He would have to build a Fleet in Kiel which would tip off England negating any surprise and allowing an optimal defense. Unless Russia were talked into helping (why I couldn't imagine) England could defend against that attack for years and by then F/G would have other worries from the South. Instead an Anglo-German alliance would seem to make more sense for Germany. Regardless, Germany seems likely to have some armies available in a few years to have a say in what transpires AFTER the likely dissolution of Turkey (unless Faz finds a way to break up the alliance that appears to be forming around him). German armies can prop up Russia if Austria turns on him as part of an I/A, or can prop up Austria if an I/R begins a big cruuunnnchhhhh inward. Thus they would have some leverage to try and worm Germany into whatever alliance structure then forms in the East. The German position in the Center poses unique threats to Germany - but also unique opportunities as Germany has perhaps the greatest ability of all powers to have a hand in both the East and West - at the same time - and to benefit in both spheres as well. It also requires strong Diplomatic and Strategic skills to pull off - a real challenge for Stephen.

The French position is the most challenging on the board. A terrible tactical and strategic start has left him with few military options. It's at this point where we will find out just how good a diplomacist Tom is. In fact, he has some good Diplomatic possibilities to pursue - if he can keep his eyes and attention on the TOTAL European position - not just that in his own neck of the woods. For example, if things go as discussed, England stands to gain great power in the North, while Russia remains occupied in the South-East. That poses a danger to Russia (English assault thru St Pete) if allowed to occur. If an E/G forms - it could also mean German armies joining an English assault. Perhaps Russia would be interested in an R/T alliance if Turkey would agree. Turkey also faces grave dangers if a probably IAR alliance forms and may be willing to seek a better deal. French diplomatic efforts aimed toward brokering the formation of an R/T Juggernaut "could" actually be successful. And that would raise a danger so urgent that EGI simply couldn't afford the time it would take to wipe out France. Instead, France might try to convince England & Germany to cease the attack and face the Russian monster while he (France) moved into the Med. Italy wouldn't like this - but if he's left the only power attacking France, he doesn't have much hope of success - and, anyway, would have to help Austria stop the R/T anyway. Result, France gains time to secure Iberia, consolidate his position, and set up as an equal partner in an alliance able to stop the very R/T he helped to build. Crazy? Not at all. It's been done before. And it's not the only Diplomatic scheme France could invoke to save his hide. It only remains to see whether Tom is able to dig deep and find the silver tongue necessary to pull it off.

Jim Grose - France did even worse than I expected, with no gains and three enemies in 1901. What was he thinking attacking both Ech and Bur?

Italy is clearly allied with Austria-Hungary and planning a "Lepanto". I-A alliances, despite being necessary for the survival of both, require much trust.

Turkey is surrounded by three hostile powers. It's unfortunate that Russia is not communicating. Why didn't Russia move A War-Gal and sell its services to the highest bidder?

Germany, on good terms with England and not threatened by Italy or Austria-Hungary, has great growth potential. He's my early pick as the eventual winner.

Knives and Daggers - The Diplomacy World Letter Column

Ken Peel - First, I thought it was interesting that all this discussion over pbem vs. pbm goes on unabated. In the five years I have been gone, it appears that pbm has continued to shrink, while pbem has continued its growth, particularly with the mainstreaming of the Internet. Since soon most people will have electronic addresses, I wonder what exactly will be the differences between the two sectors of the hobby? I suspect that soon the only bright distinguishing characteristic differentiating pbm from pbem will be the former's production of hard copy zines. (I'm sure that a huge amount of mail between pbm players goes out by e-mail even now.) Were, I wonder, e-mail players included in the latest census? Do they get Boardman Numbers?

{They were not included in the Census, as it was a postal census. They do receive Boardman numbers; I think Internet games have their own BNC, and I personally give info on Compuserve games to

Andy York, who it turn gives me the Boardman numbers, which I pass on to the GM's.}

But the purpose of this note is not to comment on this long running issue. It is really to comment on some of the many of the excellent issues raised by Jim Burgess in Part 3 of his Cult of Personality series (the only one I have seen).

COMMENTS: "Have you ever wondered why real diplomats do not avidly play Diplomacy?"

Actually, this is not true. A few of your readers may know that I work in the foreign policy field (currently as an aide to a Senator who is a member of the Foreign Relations Committee and previously as a staff member of the House International Relations Committee). Because no members of the U.S. Foreign Service

happen to play in the established postal hobby, Burgess assumes that Foreign Service Officers do not play Diplomacy. In my business trips around the world I have several times run into signs of the play of Diplomacy at U.S. Embassies overseas. Twice I have seen announcements on bulletin boards discussing the activities of the post's diplomacy group, and once I have come across a board set up with a game in process on it. In fact, one diplomat I met who said that he used to play the game quite a bit told me, "yeah, I think they issue the game to all incoming classes at the Foreign Service Institute" (the State Department's training center in Arlington, Virginia).

But there are practical and professional impediments that have kept American diplomats out of the postal hobby. One is the long lead time necessary to deal with international games through the regular mail. As Burgess noted, I attempted to run a postal game in my brief zine, *Diplomatic Contraband*, shortly before I dropped out of the postal hobby five years ago. DC ran one game, all comprised of U.S. diplomats serving overseas. It had two month deadlines. I orphaned it in the process of flaming out, but never cashed anyone's check, and never received any inquiries from the players on what had happened. I think the game might have lasted if I had stuck with it -- for all I know, maybe the players finished it off themselves (thought I doubt it because of the logistical difficulties).

I organized the game by writing letters to all Family Liaison Offices (generally staffed by one or two individuals at post who work on recreational/quality of life matters, and problems within the American diplomatic community) at all State Department posts overseas, asking the offices to include a mention of the game in their embassy newsletters and to post a flyer I enclosed on the bulletin boards that I knew their offices ran.

But I think there is another reason that U.S. Diplomats don't play in the regular postal hobby. When they are young officers I think they might, but they quickly start taking themselves real seriously in the Foreign Service and seem to lose all sense of humor (mind you, they THINK they still have a sense of humor, but they don't, which is just about as bad as it can possibly get). They also -- and this is a real irony -- seem to lose much of their interpersonal skills. The American Foreign Service prizes the artful drafting of the perfect political reporting cable. Negotiation skills seem to be way down the list (in fact, I think they atrophy). So no, I think that the reason diplomats don't play postally is not that they don't what to do at home what they do at work (do I have the combination of multiple negatives right?). It is partly the fact that they get so insular in their work, tinged, frankly, with a caste thing.

But again, I know that the game is played at post, mostly, I suspect, by younger officers, and I wouldn't be at all surprised if there were e-mail games that existed on the State Department's classified computer network that ties together all diplomatic posts. Now, that would be interesting to find out?

As a side note, do you know why I named the zine *Diplomatic Contraband*? Since I mailed it out to players through the unclassified diplomatic pouch to embassies abroad, it was technically a violation of international law. Under the Geneva Convention covering diplomatic privileges and immunities, diplomatic pouches may only be used for official purposes, although in practice all countries ignore that restriction.

Jim Burgess - I think Ken wrote a great letter and I am just

dropping a note to encourage Doug to print it in his next issue. Otherwise, I'd be tempted to want to publish it in my zine, but I don't think I should have first crack at it.

Some minor comments:

1) Well, Ken, I was actually least satisfied with this article of the three I have written and I fully expect articles 4 and 5 to be the best of the series (as I continue to work on them even now -- I hope the deadline is Oct. 31st, I really need until then....). Unfortunately, the writing of this one was a little more rushed than I would have liked. I really felt like a journalist writing to deadline.

2) I wanted to bring out the "sense of humor" issue with career appointees more and had originally intended to do so, but Ken expressed it far better than I would have. Watching the development of bureaucratic mentalities is fascinating and watching the development of rules upon which to compete (the informal as well as the formal) is fascinating (and the subject of a future article in the series in its general effect on the play of Diplomacy).

3) I thought the anecdote about using the diplomatic mails was quite amusing... why not classified!!!

Danny Collman - I was very much taken with Larry Peery's article "Je me Souviens Brum" - probably because I've lived in Brum for the past 30 years.

I'd like to thank Larry for his kind words about my adopted city (I moved here to train for teaching). They were kind words, and it is possible he may be interested in the origin of the nickname for Birmingham. If he already knows, this is for your readership.

The nickname derives from the early medieval name, Brummagen. A variety of spellings are given in various documents: Brimingen, Bromegam, Birmegum, Bromechem. That medieval name gradually mutated into the current name Birmingham (pronounced locally as Bearmingham). An intriguing sideline on the name (cf "Bromechem" spelling above) is that a town bordering Birmingham on the NW is called West Bromwich (pronounced Bromich) and an area NE is called Castle Bromwich.

One of Larry's later paragraphs points out Birmingham's long-standing dismissal as England's "Second City." He comments that we are becoming a modern international city. This is quite true, and is a source of some pride to many local people.

We have an increasingly modern airport (daily flights to Chicago), a major exhibition center, major convention center, major indoor sports arena, major symphony hall. The city is served by a major motorway (freeway) network from all parts of the country.

The one fly in this wonderful ointment is that some of these major new initiatives were financed in part by money diverted from other vital areas: school and hospital repair and rebuilding. Larry comments on the lack of vision shown by recent British politicians - Birmingham's city leaders most certainly did have a vision of the future, and a brilliant vision it was. But they blinkered themselves to other more immediate parochial needs.

Still, what's done is done, and Birmingham is undoubtedly the upcoming International City that Larry comments on. And it

would have been nice if the map you published showing Great Britain and the Republic of Ireland had also had Birmingham shown on it.

Next, I'd like to comment, if I may, on David Smith's "Bridging the Generation Gap", also from DW #74. I have to say first that I am very impressed with the way in which David encouraged his students into Diplomacy and probably towards the hobby. I think, the same could be done here in Britain - but I'm fairly sure that it hasn't.

The big problem is motivation, and even more, time. David Smith has obviously taken the time and trouble to get his High School students playing.

I have to disagree with the implication that youngsters are getting into Diplomacy under their own steam, by their own efforts; youngsters both in the US and UK may well be getting into Diplomacy - but only where someone (teacher or student) actually got them there. It requires an initiative by someone - there is no spontaneous playing of Dip in either country.

Here in Birmingham there is a Diplomacy club going strong in a local Secondary (High) School, because a pupil took the initiative to start the ball rolling. When that pupil leaves the school, the

continued operation of the club and playing of Diplomacy will depend on whether someone else continues the impetus.

The serious problem that we have in Britain in relation to the game of Diplomacy is that fewer shops are stocking it - along with many other board games. Vastly greater numbers of computer and allied games are being stocked and sold but board games are fewer. It is actually quite difficult to find the game of Diplomacy; the shops stocking it are few and far between.

Finally, I would like very much to reprint some of your articles in Springboard. Is there any objection? Some of them are eminently suitable for the Novice players in whom I cater for in Springboard, though I confess I'm likely to translate them into British English where necessary. Obviously they will be acknowledged.

{Actually, I think I prefer to keep the articles solely with DW. For the publication to succeed in its mission, we need those Novice players subscribing to DW, showing it to other people, and someday perhaps contributing to it. Perhaps a single reprinted article every now and then might be okay, as long as the readers are encouraged to subscribe to DW to see those articles on a regular basis. Especially now that DW is available directly from Stephen Agar from L7/4 issues (much cheaper than the \$5/issue overseas airmail rate), I want to do everything I can to expand the UK readership. What do you think?}

The Diplomacy World Commentary Column: Foolhardy #19

Buying the Rights to Diplomacy:

(BJORN VON KNORRING) Getting the rights to the game would be wonderful. I think we who love Diplomacy and have real experience from it can do a somewhat better job than Avalon Hill to clarify things that are unclear in the present rules. If we can work together with Avalon Hill we can still use their channels for distribution and things like that but do a better set of rules and a better looking map. Summary: Good idea!

(MARK FASSIO) Interesting concept, much like the employees buying out the factory and "owning it" themselves. I for one like the concept. But I'm skeptical of the carry-out of the plan. What legalities are involved? What does "marketing" even mean? Publicity only? Rules updates and such? If so, who updates the rules; a Dip working committee (hahahahaha) or Monarch/TAHGC? Heck, "who" within the hobby is charged to do the marketing? Again, these questions come to mind, and I'm sure there are more lurking beneath the surface. Having said that, anything can be gotten around and accomplished, if one is willing...

Hobby Recruitment:

(BJORN VON KNORRING) The easiest way to get in contact with youth is in the school (as David P. Smith noticed). If there are any Diplomacy-playing teachers out there, we have a good start. But there is another way, although I don't know how possible it is in the US or Europe (and Oceania), which is to get governmental support to start gaming clubs in schools and universities. If you can explain that gaming (and Diplomacy) is a very cheap way to keep kids of the streets and playing games instead you are way ahead. In Sweden we have a role-playing and conflict simulations

association which gets governmental support, so we can always recruit players there (they are gamers but many have not discovered Diplomacy yet). So if you can get some money and some engaged people you should be able to get some dippers in the schools. The reason that people in the US do not play games is not because they all play Nintendo, but because they do not know the gaming societies exist. In Sweden we play games and recruit new players all the time (role players mostly). And many of them play computer games as well. It is two sides of the same coin.

Idea 2 is: In Sweden we considered getting some support from some company and then do some advertising and hire a good local in Stockholm (the biggest city in Sweden, but almost every city in the US should be okay) and try to get some stand-up comedian or a famous singer. With cheap entrance you should be able to get 100-200 people and then you can show them Diplomacy, have some Demo games and let them try it for awhile. It failed because no one took the overall responsibility, but I think it is a good idea. We got 10,000 Swedish crowns (that is \$1,200) to work with for this project. Regarding the standup comedian I don't think it should be at all difficult since many of them do this for free if it is for a good cause (and if it succeeds it will maybe get some kids away from the streets, right?).

(FRED C. DAVIS, JR.) As I've said several times before, put a paid ad in Mensa Bulletin, the monthly magazine of American Mensa, Ltd. The Mensa Diplomacy Special Interest Group has brought in about 100 players to the hobby in the past 20 years. In the 1993 Dip Census, about 9% of the names on the list were Mensans. This is a ready-made group of people who are both smart enough to enjoy the game and different enough to get a kick out of it. While the SIG gets a free plug in the Bulletin every 6

months, a paid ad might bring in some people who don't read the SIG listings.

I would presume that requests for information on advertising rates would be sent to the Mensa Publications Officer, Bruce Kent, 175 Fifth Ave., #2675, New York, NY 10010.

Similarly, an advert ought to be placed in Games Magazine. There needs to be some arrangement between the publishers of DW, the ZR, and Pontevedria as to who should place the ad, and what address to give for replies. Perhaps we could use the same address as the one shown on the flyer which appears in the Diplomacy box. (I believe this flyer still gives 5 different addresses for various regions of the US and Canada, to encourage people to contact someone in their area).

As someone has already suggested, we ought to encourage anyone who belongs to a college gaming club to post a notice regarding the Postal and e-mail aspects of the Diplomacy hobby on pertinent bulletin boards.

(MARK FASSIO) My best success is getting my workmates to get together for a DipFest (most never progressed beyond Risk). The response was very favorable, and I've managed to excite about 7-9 future Diplomats. Face-to-face meetings in a "low threat" playing environment is a (if not the) best recruiting method. Guys won't go to a strange Con somewhere, but they'll go to "Joe Bagadonutz" house for a night of beer & pretzels and a Dip game. In the future, I envision computer bulletin boards on the Internet sucking in a lot of new blood, too.

(JIM O'KELLEY) 1) Most hobby shops have bulletin boards or tables where you can place fliers and such. Perhaps publishers could print five to 10 extra copies of an issue and leave them at the local hobby store. Subbers too can run off a few copies. The "Leviathan" article that ran in "The General" a few years back was what convinced me to give the postal hobby a try. Reading a postal zine might have a similar effect on someone.

2) If you receive a request for information about game openings or the postal hobby in general, respond immediately. It took me months to break into the postal hobby because the first batch of inquiries I sent out were ignored. I don't think I included SASEs -- and I should have known better since I work for a magazine -- but a simple postcard requesting a SASE or with submission information would have straightened me out. After reading the second part of "Leviathan," I sent out a second wave, and this time I scored a few hits. But how many potential players never send that second wave?

3) I generally hold two face-to-face gaming sessions a year with my friends. Although I haven't yet lured any of them into the postal hobby, I still maintain that this is the best way to recruit new players. The problem with these guys is they are not and were never gamers. None of them were in the RPG group I played with in high school. They played Risk in high school, Axis & Allies in college, and Diplomacy and Junta now, but gaming has never been more than a diversion for them.

I'm sure you all have friends like them. They are not the ones we're looking for. We need to hook the guy who already has a passion for games. How do we find him? Organize an occasional ftf game. Get a couple of postal players from your area together, and then try to fill out the rest of the board by advertising on the aforementioned hobby shop bulletin board. It doesn't even have to be Diplomacy; any game will work as long as the newcomers know about the postal Dip connection.

House cons are another answer. Publicize your house con at the hobby shop, or bring a friend to one. I had been in the postal

hobby only 15 months when I attended Brad Wilson's Vertigo Games in Chicago. Although I recognized some of the names, I didn't know anyone there, but we had the games in common, and I had a great time. I only wish I had dragged one of my buddies along so he could have been exposed to the camaraderie we shared that weekend.

4) Don't ignore what we already have. This advice is intended for the subscribers. We have a lot of great places to play Diplomacy out there; let's not take them for granted. If a publisher asks for standbys, sign up. If he publishes a quiz, participate. And if his wife runs games in a subzine, play them, because if his wife is anything like my wife, she hates the hobby, and it was all he could do to convince her to participate. In short, we have to humor these people. Publishers are doing the rest of us a great service. Our apathy can quickly kill a publisher's enthusiasm, and once that goes, his zine will soon follow. Our hobby recruitment efforts cannot be successful if we do not have good places to send these new players.

So, to summarize: Get our zines out there to potential subscribers; respond immediately to inquiries; use face-to-face play as a gateway to the postal hobby; and don't take the zines we have for granted.

World DipCon:

(BJORN VON KNORRING) I don't know if a WDO is a good idea, since I know too little about it right now, but I can tell you my views about WDC. I think it is of tremendous importance. The very opportunity to get to another country to play Diplomacy has really helped keep my interest for Diplomacy alive, and I encourage everyone to visit at least one WDC (or EuroDipCon) in your life. It is an experience of a lifetime. The more foreigners that visit every WDC the better.

(MARK FASSIO) Every Quixote needs a windmill to tilt at. The world Dip thing is like the UN: a swell idea that is at odds with national passions, temperments, and the vagaries of a game hobby not meant to be centralized (can you picture a World Monopoly Con, for example)? Larry means well, but I say let the Europeans stew. We have one Super Bowl for American football, and we can have one DipCon for whoever wants to do things how we do them, right or wrong...does that sound jingoistic enough? Seriously, the world cons and problems should be of minimal concern to us. The feuds of the 70's and 80's should prove that no one has bragging rights to internal problems, and that THINGS SHOULD REMAIN ON A REGIONAL/CONTINENTAL BASIS. Drop the World DipCon.

Hobby Archives:

(BJORN VON KNORRING) I am not part of the US hobby but if I was I should pay to preserve the archives. Of course it is a matter of how much, but in principle I am positive.

(MARK FASSIO) If Pete wants papers from Indiana, then let's itemize it in the PDORA auction and see if we get enough voluntary contributions. If not, let's see a cost analysis and a justification for the move. Why is this needed (or is it needed)? Maybe it's me, but we're taking some of this stuff a tad too seriously...last time I looked, this was a game.

Hobby Services:

International Subscription Exchange(ISE): The ISE coordinator acts in concert with ISE's of other nations to allow easier exchange of foreign currency between hobby members. This allows Dip players in one country to subscribe to a zine from another country without the hassles of currency exchange. Ideally there should be one ISE coordinator in each country with a postal hobby: In the US and Canada (although he prefers US dollars if it can be done) the ISE is Jim-Bob Burgess at 664 Smith St., Providence, RI 02908-4327 or via Internet at burgess@world.std.com. In the UK it is Iain Bowen at 5 Wiggan Terrace, York, YO3 7JD, UK.. In Australia it is John Cain at P.O. Box 4317, Melbourne University 3052, Australia.

Boardman Number Custodian(BNC): This person records Diplomacy gamestarts and finishes, and assigns Boardman Numbers to each game. In the US the current BNC is W. Andrew York at PO Box 2307, Universal City, TX 78148-1307.

Miller Number Custodian(MNC): Records variant gamestarts and finishes (a BNC for Diplomacy variants): Lee Kendter, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

Zine Register: Zine Register is a detailed guide to all known Diplomacy zines in the North American hobby. Currently handled by Michael Lowrey, 6503-D Fourwinds Dr., Charlotte, NC 28212.

Novice Packets: Tom Mainardi, 45 Zummo Way, Norristown, PA 19401 offers Master of Deceit. Fred C. Davis of 3210K Wheaton Way, Ellicott City, MD 21043 offers Supernova. I believe Fred is asking a \$1.00 for Supernova, and Master of Deceit is available for free upon request. Bruce Linsey of 170 Forts Ferry Road, Latham, NY 12110 offers Once Upon a Deadline (a novice packet for publishers) for \$5.00.

North American Variant Bank(NAVB): NAVB is a catalogue of variants and all are for sale from the NAVB Custodian. The current NAVB Custodian is Lee Kendter Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

Pontevedria: A list of known game openings in Dip zines in North America. A must for all people actively looking for Diplomacy and Dip variant game openings! Available for \$0.50 from W. Andrew York, P.O. Box 2307, Universal City, TX 78148-1307.

Diplomacy World Anthologies: Larry Peery offers anthologies of Diplomacy World issues. There are currently 7 volumes available, plus two more due for publication in the Fall of 1995. Larry also has a stock of back issues of DW on hand. You can contact Larry at 6103 Malcolm Drive, San Diego, CA 92115. His Email address is Peeriblah@aol.com.

Game Openings

The following are some zines that currently list game openings available. It is suggested that you request a sample of any zine before you decide to play there. Samples are often free, but a courtesy payment of \$1 or a few unused stamps is recommended. For a more complete and detailed list of current game openings, order a copy of Pontevedria (information in the column to the left).

Absolute! - Paul Kenny, 75 Maple, Collingswood, NJ 08108. Openings include Diplomacy and Bourse.

Abyssinian Prince - Jim Burgess, 664 Smith, Providence, RI 02908. Openings include Diplomacy.

Blut und Eisen - Tom Butcher, 17402 Matinal Rd., #5322, San Diego, CA 92122. Openings include Diplomacy, Youngstown, Machiavelli.

Canadian Diplomat - Bob Acheson, 15715-92 Ave., Edmonton, Alberta, T5R 5C5, Canada. Openings include Diplomacy, Gunboat, Anarchy, Stonehenge.

Carolina Command & Commentary - Michael Lowrey, 6503-D Fourwind, Charlotte, NC 28212. Openings include Diplomacy.

Diplodocus - Stephen Koehler, 2906 Saintfield, Charlotte, NC 28270. Openings include Diplomacy, Gunboat, Colonial Dip.

League of Nations - Mark Kinney, 3613 Coronado, Louisville, KY 40241. Openings include Diplomacy, Global Dip.

Maniac's Paradise - Doug Kent, 10214 Black Hickory Rd., Dallas TX 75243. Openings include Diplomacy, Kremlin, Civilization.

Northern Flame - Robert Lesco, 49 Parkside, Brampton, Ontario, L6Y 2H1, Canada. Openings include Diplomacy.

Noble House - Mark Weseman, 13109 Emiline, Omaha, NE 68138. Openings include Diplomacy, Gunboat, Sopwith.

off-the-shelf - Tom Howell, POB 1450, Port Townsend, WA 98368. Openings include Diplomacy, Hardbop Downfall.

Rambling WAY - W. Andrew York, POB 2307, Universal City TX 78148. Openings include Diplomacy, Gunboat, Fog of War, Colonia VII.

Vertigo - Brad Wilson, POB 532, Paoli, PA 19301. Openings include Diplomacy, Gunboat, Balkan Wars, Philadelphia Dip.

Yellow Pajamas - Paul Milewski, 4154 Allendale #2, Cincinnati, OH 45209. Openings include Diplomacy, Gunboat.